BRADYGAMES®
OFFICIAL STRATEGY GUIDE

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TRUE CRIME®
NEW YORK CITY

BASED ON A GAME RATED BY THE ESRB
MATURE 17+
M

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM, NINTENDO GAMECUBE™ AND XBOX®

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ACTIVISION®

TRUE CRIME
NEW YORK CITY

DETECTIVE TRAINING 2

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DETECTIVE TRAINING

GAMEPLAY BASICS

Before you begin your illustrious (or ignoble) career in the PDNY, you must first learn the ground rules of being a police officer, and that means learning how to control Marcus. Expect to spend plenty of time on the streets, and it is imperative that you understand all of the options you have at your disposal for cleaning up the streets. First, and most importantly, the controls.

ON FOOT

Movement

Use the analog stick to control Marcus in the world. You can walk by moving it slowly, or run by tilting it fully. While crouched, you can control how high off the ground Marcus is visible by moving it slowly to keep him low to the ground.

Targeting

Aim with the right analog stick. This also functions during Precision Aim.

Crouch

Crouching allows you to sneak around during missions. You can see the alert status of a guard by watching the alert meter that appears over their health bar while you are moving about stealthily. Pips appear in the meter as you get closer to detection. Remember to move more slowly if there is limited cover in the area, but don't hesitate to move quickly to get into position behind a guard.

Precision Aim

A vital part of your ranged combat skillset, Precision Aim slows down time and lets you score special neutralizing shots on your opponents. Aim for the head for a lethal takedown (reticule turns red), or the arms or legs for a non lethal takedown (reticule turns blue). Body shots simply inflict damage.

Triggering Precision Aim also immediately equips your gun, even if you were using a melee weapon.

Target Lock

When not using Precision Aim, use lock-on to keep your chosen target precisely targeted. Remember that when you aren't using Precision Aim, you're subject to the accuracy of your currently equipped weapon. Even if you're locked onto a target, if that target is on the other side of a huge room and behind cover, don't expect to hit it while spraying Ak-47 rounds. You can quickly change targets by tapping the target key, or by moving the aim analog stick. For precise aiming, hold down the auto aim button.

You can also use Target Lock while in melee combat, and this enables the usage of directional attacks. It is also handy to keep a target lined up while throwing a melee weapon or kicking debris at a foe. Using a direrctional attack with a sharp melee weapon will often result in an enemy dismemberment.

Fire

The fire button fires the currently equipped weapon. You can also use it to throw equipped melee weapons. Tapping fire also immediately equips your gun.

Reload

Reloading occurs automatically if the ammo for a weapon runs out and you try to fire again. Remember to reload any time you're under cover with a partial clip.

Keep in mind that extra guns (any beyond the basic .38) have limited clips, but you can always pick up weapons from the ground dropped by perps.

Badge/Warning Shot

Press the Badge button to flash your badge at perps. Low grade criminals who are really just troublemakers may immediately surrender. For tougher nuts, equip a gun and press the badge warn button to fire a warning shot.

You can also use the Badge button to alert other officers that you are a cop as well (handy if they start pointing their guns at you).

Flashing a badge in traffic causes nearby vehicles to stop, and the motorist inside to get out. This lets you commandeer vehicles easily.

Finally, the Badge button can be used to write tickets to motorists. Pull them over, then stand next to them and press the Badge button to write a ticket.

Pause

Pausing the game takes you to the subscreens. You can save and load a game, adjust the musical preferences, and view all statistics about your current game, including completion percentage, evidence carried, rank and ethics, cash, and mission status.

After completing story mode, use the Case Select subscreen to replay completed main story missions.

Weapon Change/Style Change

Pressing the control pad up or down switches between hand to hand (or martial arts), melee weapons, and ranged weapons. Push right to switch martial art style, equipped melee weapon or gun. Press left while using a one handed melee or ranged weapon to equip your left hand. Note that you need a special martial art style to dual wield melee weapons.

You can even change martial art styles while in mid-combo, or while grappling an opponent. You can also pull out a melee weapon or a gun while grappling an opponent.

Jump

While you rarely need to use Jump on its own, you can use Jump to climb objects that are climbable.

Double tapping Jump with a gun equipped results in a Gun Dive. While early on this is just a flashy (and somewhat fast moving) maneuver, later in the game you can purchase a slow motion upgrade that slows time while performing a Gun dive.

Weak and Strong Attacks

Combinations of the Weak and Strong attack buttons allow you to perform multi-hit combos. Pressing Weak and Strong together results in a Radial attack that knocks down any opponent with which it connects.

During a three hit combo, if the last hit is a Weak strike, opponents are dazed, allowing you to grapple or combo them with Strong hits easily. If their health is low when you land the third Weak hit, you can perform a special attack by rapidly mashing the Weak and Strong Buttons.

If the third hit of a combo is a Strong attack, your final blow knocks opponents off their feet. You can hit grounded or tackled opponents by hitting Weak or Strong while near or on top of them, if you've tackled them. If you have a gun equipped, you can pistol-whip opponents with your weapon to knock them down.

Grapple

The Grapple button can be used to grab opponents in melee, or tackle them while you are running. After grabbing an opponent, you can perform a takedown by hitting Weak or Strong. This also works if you have a melee weapon equipped.

When running, Marcus performs a diving tackle. The grounded opponent can then be pummeled by rapidly hitting Weak or Strong. If you get grabbed or tackled, shake the appropriate control stick rapidly to break free.

When approaching a store clerk, press Grapple to extort them for cash. When near a civilian on the street or indoors, press Grapple while near them to frisk for contraband. You can arrest surrendered perps by pressing Grapple while near them (either while they're standing up with their hands up, or while they're knocked out with the little cuffs icon floating overhead)

Use/Action

The Action button has a wide variety of uses. You can use it to open doors, interact with merchants, get in or out of vehicles, climb ladders, kick debris, pick up melee weapons or guns, and pick up or plant evidence. In all cases, a context-sensitive prompt appears in the top left of the screen, reminding you of the current action.

IN A VEHICLE

Steering

Use the appropriate control stick to steer the vehicle. Be careful with strong motions on the stick when driving at high speeds, or you can easily lose control of the faster vehicles.

CAMERA ADJUSTMENT

Use the appropriate control stick to look 90 degrees left or right, or to check behind you. This is handy when patrolling down streets, you can quickly see if there are any nearby businesses on the street that you might be interested in visiting.

You can also press up on the control pad to change the camera view in the car from third person (behind the car) to first person (in the drivers seat) or first person (bumper view). Looking out from the bumper lets you see past smoke that occurs when your vehicle gets damaged. It also gives you a very nice view of the New York streets when driving around town.

SIREN/HORN

Hitting the Siren button activates your vehicle's sirens (if it has any!), otherwise Marcus just yells at incoming traffic (not particularly effective).

Sirens are vital for slicing through traffic at high speeds. Any vehicle you purchase can be upgraded with police gear, part of the package includes a set of sirens. Handy!

TARGET LOCK, FIRE WEAPON, RELOAD, PRECISION AIM

All of the gun controls are available to you while in a vehicle. This is particularly useful when dealing with street perps armed with guns, as the vehicle provides you with some extra armor against their shots.

With enough practice, you can nullify entire street gang fights with rapid Precision Aim shots while coasting up to the brawl, then hop out and arrest them all without breaking a sweat in melee.

Precision Aim while driving is also vital to perform neutralizing shots on other vehicles (generally fleeing perpetrator vehicles). Shoot out the tires to cause a loss of control, or fire at the gas tank (below the license plate) to destroy the vehicle.

ACCELERATE

Hold the gas to accelerate your ride. As you speed down the streets in third person camera mode, the camera slowly zooms outwards the faster you go, to aid with your situational awareness of traffic nearby.

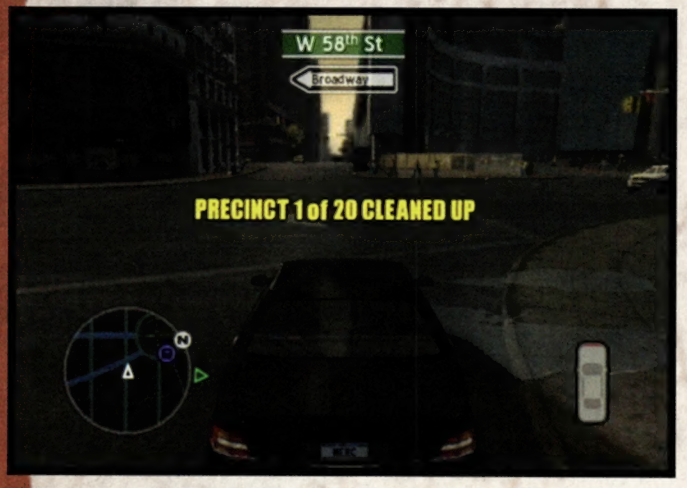
BRAKE AND HANDBRAKE

You can perform powerslides with the handbrake, but you need to be careful about doing so in pedestrian-rich areas of town, or you may incur a large number of Bad Cop points quickly, in addition to increasing your Rogue Meter.

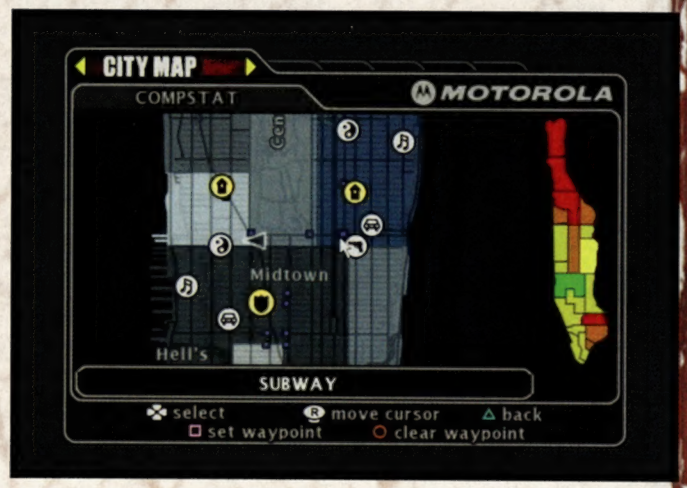
Use the Brake to safely slow down before making a turn. Using the brake well is also an important part of getting through the later Street Race missions.

YOUR JOB AS A DETECTIVE

After the short series of introductory missions, your career as a member of the PDNY is wide open. There are four major Big Case files, three of which you can tackle in the order of your choosing after completing the first Big Case, Magdelena Cartel. In addition, there are a host of sub-missions for various informants around the city. You also have two major sub-missions sets from your boss Dixon to complete, one involving a series of underground races, the other involving numerous fight arenas scattered about town. In addition to the major work, there a host of crimes around the city that need to be dealt with on a regular basis, and the act of cleaning up the city's 20 Precincts can take up quite a bit of time as well.



How, when, and what you choose to tackle is entirely up to you. You can begin by blitzing the Big Case missions to quickly reach the ending of the main story, skipping all city cleanup and optional missions, or you can spend hours driving around the city, busting criminals and making Manhattan a safer place for its citizens.



You can also choose to follow a darker path, extort the business men and women, sell criminal evidence at Pawn Shops for cash, pull people over and give them tickets, frisk them for contraband and plant evidence, and take down perps using the easier but more lethal tools at your disposal.

In order to reach 100% game completion, you must solve all four Big Case files, clean up all 20 Precincts, perform missions for all three Informants, and solve all of Dixon's special missions.

Even once that is done, you are still free to roam the city, solving the many repeatable crimes that continue to show up while roaming the city. There a few secrets tucked away on the city streets, and there are plenty of ways to spend your money (whether ill-gotten gains or honestly earned wages). You can visit the local barber shop to get a new hair-do, stop by various stores to pick up new clothing, and check out music stores for new tunes.

On top of the more personal options at the city stores, you can also buy new vehicles and weapons at a handful of stores around town, or visit the local Dojos to learn potent martial arts and melee weapon combat skills. Some vehicles can even be upgraded beyond their initial performance, like upgrading to turbo-chargers.

There's plenty to do in the city, and this guide shows you where to go, and what to do when you get there. Browse through this chapter to get a handle on the different mechanical elements of the game, from combat, to crime solving, to looking over the different vehicles available. Check Streets of New York for an overview of the four Big Case files, as well as the introductory missions that set you down the road of Detective. On the Side contains the details of the various bonus sub-missions, including the three Informants, and all of Dixon's special jobs.

ON FOOT

Roaming the street as a beat cop might be where you begin your illustrious career, but even once you get your Detective's badge, you still spend a significant amount time on foot. That doesn't just mean walking the streets keeping the peace. You must frequently go into apartments and businesses to confront criminals, break up brawls, stop drunken revelries, and once in awhile, even defuse a bomb.

On the streets themselves, there is plenty of other business to keep you occupied. You can frisk any pedestrian you see on the street to check for contraband (press the Grapple button while standing near a civilian). Should you find any contraband, press Grapple again to arrest suspects, or should they offer a bribe, press Action to accept the bribe. If they don't have anything on them, and you are carrying evidence from prior arrests or seizures, you can plant evidence by pressing the Action button, then arrest the now-guilty citizen.

CONTRABAND INSPECTIONS AND LAZY POLICE WORK

Whether searching a car or a person on the streets, the odds of actually finding contraband are directly related to the crime rate of the area. The cleaner the precinct you are in, the less likely you are to find anything suspicious. For this reason, if you want to make collars from frisking (or searching vehicles), you may want to deliberately leave a few city precincts in less than perfect order. Precincts that have not been fully cleaned up gradually deteriorate towards a high crime rate, so you can milk an area of crimes and contraband, then leave it to recharge. Once an area is cleaned up fully, it never deteriorates, and there is no specific benefit for cleaning up all of the city precincts (though there is a bonus for getting 100% completion of the entire game, so save the cleanup for last).

You are also empowered to stop or seize any vehicle on the streets. You can enter a parked vehicle by pressing the Action button while near it, allowing you to drive off in anything from a speedy sports car to a clunky SUV. Pressing the Badge button allows you to flash your badge in the air (if you're holding a melee weapon, or just your fists), or fire a warning shot (if armed with a gun). Doing so causes nearby vehicles to stop, allowing you to commandeer passing vehicles.

Stopping motorists also gives you the opportunity to write a ticket to the driver. Approach the driver and press the Badge button again to issue a ticket. You are credited with a small bonus for doing so, but no one likes a ticket writer, and you get a bad cop point for your troubles.

In addition to seizing vehicles, you can also search them for contraband much like frisking citizens of the city. Approach the trunk of the vehicle (assuming it has one), and press the Action button to pop the trunk and search it. If you stopped a vehicle in the street, the vehicle's owner will wait complacently near the vehicle while you do your business. Should you find contraband in the trunk, the new suspect is going to make a break for it. You can chase after the suspects and subdue them in melee, or aim for an incapacitating shot with your gun to make the arrest. Contraband found in trunks is generally of higher worth than that found on passing citizens, but is also significantly more rare. You can open up quite a few vehicles before stumbling across a stash.

THAT'S JUST NOT RIGHT

If you're feeling particularly nasty, you can really make some poor motorist have a bad day. Flash your badge (or fire your gun to give them a good scare) to make them stop the car. Approach and check the trunk for contraband. Didn't find anything? No problem, smash up his car a bit and go write the poor chump a ticket, he was clearly driving erratically. Still not done—now frisk the suspect. Still didn't find anything? That's ok, plant some evidence and arrest the sucker. Oh, and steal his car for good measure.

Marcus is pretty quick on foot, and while you can't ever learn to run faster (there's plenty of vehicles to appropriate if you need quicker transit), you can dive to tackle fleeing suspects (or innocent civilians if you're looking to cause trouble). While running, tap the Grapple button to dive. Keep in mind that this slows you down if you miss the tackle when chasing a suspect, so make sure you're lined up and fairly close to your target before diving.

Roaming around on the city streets, you can occasionally spot the odd hot dog stand or other mobile eatery. Approach these antacid-inducing eateries of gastric distress and press the Action button to purchase health restoring food stuffs. There are plenty of restaurants (and even pharmacies) around town that you can enter to purchase food or drugs to restore health, but the street variety, while perhaps of dubious culinary quality, are superb for their convenience.

Another bit of fun to be had while roaming about the streets is not (usually) related to your job, and that is simply shopping. Check the Economics section a little later in this chapter for a full listing, but in brief, there are plenty of stores around town that you can spend your hard earned cash in (or, should you choose, extort a bit of money from it). These range from clothing stores to car dealerships. Most stores close at night, and in especially run down sections of town, they won't be available at all until you clean up the neighborhood.

If you need to advance time a bit to open a store, find a nearby hotel and spend the night. Hotels also restore health, just as eating food or taking pills does, but you need to actually be missing some health to spend time in a hotel. If you're at full health, the fastest way to lose a pip or two is to find a nearby beat cop and smack him in the face. Yep, that's right, punch a fellow officer. He'll get angry (big surprise right), and knock you around a little. As long as you quickly run into the hotel, there's no hard feelings, and you can retire in comfort.

ON WHEELS

For getting around New York, there's no substitute for a set of wheels. Beyond the motorcycles to buses, taxi cabs and police cruisers obtained on the street, you can also acquire a host of civilian vehicles which can then be upgraded with performance enhancements and police equipment. Increasing your Detective rank provides access to new police vehicles.

While vehicles picked up on the streets are temporary (you don't retain them between reloads for example), and they lack a trunk that functions as a portable armory, they are useful by virtue of being both free, and extremely convenient. Also, in some parts of the city (the wealthier areas for the most part), finding very fast vehicles isn't a problem.

Cars that you purchase on the other hand, do come with an armory that allows you to swap out weapons and replenish ammo for guns. Not only that, you can customize them at repair shops with different paint colors, and in some cases, performance enhancements. Civilian vehicles can be upgraded to get a siren and a push bumper, particularly useful for high speed travel around the city.

DRIVING BASICS

Driving around the city is fairly easy at low speeds, especially if you actually obey traffic laws. If you drive down one way streets the right way, stop (or at least slow down) around lights, and generally mind your own business, you can get away with avoiding damaging impacts with other vehicles or other obstacles (useful if you're trying to avoid spending cash on a repair bill for a vehicle you own).

In most cases, you want to be traveling at much higher speeds. Several fast cars, particularly high performance sport models and motorcycles, can reach extremely high speeds. So fast in fact, that even with your sirens on, you may still ram into pedestrian vehicles before they can move out of the way. Despite this, sirens are essential for getting around the city quickly, and especially vital for dealing with random crimes that necessitate chasing down a perp in a getaway vehicle.

Sirens cause traffic to move out of your path of travel. For this reason, you should attempt to maintain a relatively straight line when driving down the streets, and stay in a lane near the center of the street as much as possible. This gives cars ahead of you time to react to your approach, and get out of the way in time. In most cases, you can cruise at full speed down broader streets in the center with little worry of smashing into another car. This gets a bit trickier when navigating narrow side streets or going the wrong way up a one way road. You may need to simply smash through traffic to get past cars stopped at a red light, or if multiple cars are coming at you on a one way road.

Trees are your worst enemy. Just about any other sort of debris (including most fences, and even light poles) can be taken out by ramming them, but trees stop you cold. This is obviously more of an issue if you're attempting to drive around Central Park, but you still need to be careful while on narrow side streets. Admittedly, driving on the sidewalk usually isn't a great idea, but in many places, you can squeeze by traffic jams by going up on the sidewalk, and you can and will encounter trees planted just off the road, waiting for you to ram them and stop cold.

VEHICLE SAFETY

Generally, you don't need to worry too much about accidental impacts with other vehicles. Your car can get pretty banged up before you need to worry about it being destroyed, and repair fees, while somewhat expensive, tend to be mitigated easily by the cash you earn in the process of getting them smashed up in the first place.

One case where this isn't true is head on collisions. A high speed impact with the front of another vehicle can cause the civilian (or police officer!) inside to actually fly out of the windshield! What's worse, because of the angle of impact, it is possible you may run over the civilian (or even worse, police officer). Doing either results in bad cop points, and cranks up the Rogue meter.

When driving around the city, another good reason to stay near the center of the streets is civilian safety. If you drive near the sidewalks, an accidental collision or loss of control could result in a lot of pedestrian deaths in a hurry. This can cause a huge surge in the Rogue meter, not to mention racking up a ton of bad cop points. Be particularly cautious when driving in parts of the city that have a large amount of foot traffic.

STOPPING OTHER VEHICLES

When it comes to chasing down the bad guys, you must learn to shoot out their tires, and perform the PIT maneuver reliably. Either method can be used to stop fleeing suspects and cause them to get out of the vehicle. You can also perform a lethal takedown on a vehicle by shooting out the gas tank (target near the rear license plate), but you should avoid doing this unless you don't mind racking up bad cop points. Not only that, in some cases, you must recover the perps alive, so stopping fleeing cars safely is a skill you need to learn.

Triggering Precision Aim while driving results in the same temporary slow motion that it does on foot, but this is greatly complicated by the variable speeds of you and your target. Unless your relative speeds are near equal, you may find that aiming for the tires of another vehicle is difficult or impossible. On top of the speed problem, you also have a restricted firing arc, as you can only aim 90 degrees to the left or right.

For the best results, you want to be coming up on the target's blind spot to the left or right of their vehicle, with a slight speed advantage. Triggering Precision Aim in this situation gives you a clean shot at their tires, and likely time to unload on both front and rear tires before the slow motion wears off. Of course, this isn't always practical, especially when the target is careening through traffic erratically, or when traffic is heavy. In those situations, take what you can get. Taking out one tire is better than nothing, and you can always take another shot when you are lined up in a better position.

The PIT maneuver is also excellent for stopping fleeing vehicles, but you may find that performing it quickly and reliably can be difficult in traffic. To perform the PIT, you must hit either of their rear tires with your front bumper, while moving at a decent speed. Done correctly, it results in a rapid spin out of the vehicle you rammed, and usually results in the dazed perps exiting the vehicle immediately, giving you the opportunity to subdue them on foot.

One other point about perps fleeing in vehicles: if you are close to them on foot when they enter a vehicle to run, if you quickly get close and enter the vehicle yourself, you can kick them out of the vehicle before they get moving. You can also yank perps out of stopped vehicles by hitting the Action button when they are sitting in a stopped vehicle. This is also useful because it disarms suspects, similar to grappling them. Be wary of getting in or near a vehicle with multiple suspects inside however, particularly later in the game when most perps are packing heavy firepower.

VEHICLE SKILLS

Purchased at the Police Garage (either at Police HQ or at a Police Booth), the various driving skills you can earn are fantastic for expanding your abilities while driving any vehicle in the game. Each Detective rank you earn allows you access to a new skill, and with one exception, they are all extremely useful.

VEHICLE SKILLS

RANK	SKILL	COST
5	Insta-Turn	$1000
4	Switchblade	$2000
3	Peelout	$3000
2	Side Wheelie	$4000
1	Nitro Boost	$5000

5th Rank lets you buy the Insta-Turn, which lets you perform 90 degree turns onto perpendicular streets instantly. The only catch to this skill is that you need to be careful when using it on confused intersections. The auto-turn is computer controlled, and you don't regain control until the turn is complete. This can cause a messy pedestrian accident. It is safest to use this skill when there is only a single right angle street in the vicinity.

4th Rank's Switchblade is quite handy in several situations. You can use it to instantly reverse a speeding car, letting you fire at pursuing vehicles, line up for a Precision Aim wheel shot, or quickly change directions if you're going the wrong way down a street at speed.

3rd Rank earns you the Peelout. This move is handy both for the speed boost it gives you on launch, and the fact that you can turn the car rapidly while peeling out. Hold left or right on the analog stick to quickly turn around while remaining in place (very useful in narrow streets or cluttered intersections where a Switchblade can't be used).

2nd Rank's Side Wheelie is probably the only move you should think carefully about acquiring before you purchase. Because the input is similar to that used for Nitro, you may accidentally trigger a two wheeled accident during a mission that involves driving, which can result in a frustrating replay. Not only that, it's difficult to use the two wheel maneuver to get through traffic in a lot of vehicles. Save your game before you pick this up in a separate slot and play around with it to see if you like it.

1st Rank's Nitro Boost is just plain useful. The speed benefit is nice in any vehicle, and it gives you a decided edge during mission segments that involved timed racing, and of course, it is very useful during all of the Street Race side missions. Plus it's fun to use. Buy!

VEHICLE UPGRADES

All of the following vehicles can be upgraded with a 'Street' upgrade at the Repair Shop, increasing their performance and changing their appearance slightly. One thing to keep in mind when upgrading vehicles is that the boost in speed can often make them more difficult to control. In general, all of the faster vehicles, despite usually having excellent grip, are twitchy at high speeds. So long as you have sirens, you can usually get through traffic at maximum speed without too much trouble, but when it comes to careful maneuvering, you may find yourself ramming into hapless pedestrians at high speed. Any vehicle you own can get the Police upgrade at a repair store, equipping the vehicle with bull bars and sirens.

VEHICLE AVAILABILITY

Scattered about town are several car shops with a variety of vehicles for sale. Later in the game when you're loaded up with cash (or really early if you cheated) go pay them a visit and grab some civilian vehicles to add to your car stock. You can pull them out at any Police Booths in the city

5TH PRECINCT, WALL ST. AND PEARL ST.	
5.0L V10 Coupe	$135,000
2.3L I5 Wagon	$28,000
4.4L V8 SUV	$37,000
2.5L I5 Sedan	$37,000
2.3L I4 Sedan	$52,000
3.2L V6 Sedan	$51,000

9TH PRECINCT, DELANCEY ST. AND SHERIFF ST.	
5.0L V8 Coupe	$92,00
4.7L V8 Beater	$66,00
2.5L I4 Beater	$11,00
5.4L V8 Beater	$13,00
7.2L SC V8 Coupe	$18,000
5.8L V8 Sedan	$77,00
2.3L I4 Sedan	$2500

10TH PRECINCT, GROVE ST. AND BLEECKER ST.	
1.5L I4 Wagon	$15,000
4.8L V8 SUV	$41,000
3.7L V6 SUV	$27,000
4.6L V8 Limousine	$55,000
3.8L V6 Mini-Van	$19,000

10TH PRECINCT, W24TH ST. AND 10TH AVE.	
4.3L V6 Van	$27,000
5.0L V8 Beater	$2200
6.3L V8 Beater	$6500
5.8L V8 Beater	$3300
5.8L V8 Wagon	$2900
2.5L I4 Sedan	$3100
7.2L SC V8 Coupe	$18,000

MIDTOWN S. PRECINCT, LEXINGTON AVE. AND E 30TH ST.	
3.5L V6 Coupe	$34,000
3.3L V6 Mini-Van	$25,000
2.4L I4 Sedan	$21,000
2.6L I6 Coupe	$45,000
3.0L I6 Coupe	$38,000
1.7L I4 Coupe	$16,000

MIDTOWN N. PRECINCT, 9TH AVE. AND W 44TH ST.	
3.2L V6 Coupe	$89,000
3.3L v6 Mini-Van	$25,000
2.4L I4 Sedan	$21,000
2.6L I6 Coupe	$45,000
3.0L I6 Coupe	$38,000
1.7L I4 Coupe	$16,000

19TH PRECINCT, E61ST ST. AND 2ND AVE.	
6.0L V12 Coupe	$160,000
2.3L I5 Wagon	$28,000
4.4L V8 SUV	$37,000
2.5L I5 Sedan	$37,000
2.3L I4 Sedan	$52,000
3.2L V6 Sedan	$51,000

24TH PRECINCT, W END AVE. AND W 82ND ST.	
4.7L V8 Coupe	$15,200
5.0L V8 Beater	$2200
6.3L V8 Beater	$6500
5.8L V8 Beater	$3300
4.0L V6 SUV	$21,000
2.3L I4 Sedan	$2500
2.5L I4 Sedan	$3100

25TH PRECINCT, E 100TH ST. BETWEEN 2ND AVE. AND 3RD AVE.	
4.8L V8 SUV	$41,000
5.2L V8 Beater	$5100
5.0L V8 Beater	$2200
2.3L I4 Beater	$600
2.5L I4 Sedan	$3100
5.8L V8 Wagon	$2900
5.8L V8 Sedan	$7700

32ND PRECINCT, W143RD ST. AND LENOX BLVD.	
4.7L V8 Pickup	$28,000
2.3L I4 Beater	$600
4.7L V8 Beater	$6600
6.3L V8 Beater	$6500
5.8L V8 Wagon	$2900
2.5L I4 Sedan	$3100
7.2L SC V8 Coupe	$18,000

34TH PRECINCT, W 204TH ST. AND 10TH AVE.	
6.3L V8 Coupe	$34,000
2.3L I4 Beater	$600
5.2L V8 Beater	$5100
5.0L V8 Beater	$2200
5.8L V8 Sedan	$7700
4.0L V6 SUV	$2100
2.3L I4 Sedan	$2500

VEHICLE STATS

3.5L V6 SEDAN

$10,000

ACCELERATION 4.5

TOP SPEED 7.0

HANDLING 8.3

RANK NEEDED

6.0L V8 COUPE

$15,000

ACCELERATION 6.0

TOP SPEED 6.9

HANDLING 6.0

RANK NEEDED

2.4L I4 SEDAN

$220,000

ACCELERATION 5.5

TOP SPEED 7.0

HANDLING 4.4

RANK NEEDED

DETECTIVE TRAINING
STREETS OF NEW YORK
ON THE SIDE
MANHATTAN CITY MAP

5.4L SC V8 COUPE

$25,000

ACCELERATION 8.7
TOP SPEED 9.4
HANDLING 9.8

RANK NEEDED

6.5L V8 SUV

$30,000

ACCELERATION 4.2
TOP SPEED 6.2
HANDLING 2.3

RANK NEEDED

3.2L V6 COUPE

$89,000

ACCELERATION 5.3
TOP SPEED 6.8
HANDLING 8.8

RANK NEEDED

4.7L V8 COUPE

$15,200

ACCELERATION 4.8
TOP SPEED 5.8
HANDLING 6.1

RANK NEEDED

4.6L V8 COUPE

$76,000

ACCELERATION 4.3
TOP SPEED 6.5
HANDLING 6.6

RANK NEEDED

4.6L V8 SEDAN

FREE

ACCELERATION 4.7
TOP SPEED 5.8
HANDLING 3.8

RANK NEEDED

3.5L V6 COUPE

$34,000

ACCELERATION 5.3
TOP SPEED 8.1
HANDLING 7.7

RANK NEEDED

5.0L V10 COUPE

$135,000

ACCELERATION 9.2
TOP SPEED 8.8
HANDLING 9.8

RANK NEEDED

2.6L I6 COUPE

$45,000

ACCELERATION 5.3
TOP SPEED 6.2
HANDLING 7.7

RANK NEEDED

3.0L I6 COUPE

$38,000

ACCELERATION 5.0
TOP SPEED 6.2
HANDLING 5.8

RANK NEEDED

3.8L V6 MINI-VAN

$19,000

ACCELERATION 3.0
TOP SPEED 5.8
HANDLING 4.0

RANK NEEDED

3.3L V6 MINI-VAN

$25,000

ACCELERATION 3.8
TOP SPEED 5.8
HANDLING 4.0

RANK NEEDED

5.8L V8 SEDAN

$7,700

ACCELERATION 4.3
TOP SPEED 5.8
HANDLING 2.6

RANK NEEDED

2.4L I4 SEDAN

$20,000

ACCELERATION 4.3
TOP SPEED 6.3
HANDLING 4.9

RANK NEEDED

3.2L V6 SEDAN

$61,000

ACCELERATION 4.3
TOP SPEED 6.5
HANDLING 5.0

RANK NEEDED

2.5L I4 SEDAN

$34,100

ACCELERATION 4.3
TOP SPEED 5.8
HANDLING 4.0

RANK NEEDED

4.6L V8 LIMOUSINE

$65,000

ACCELERATION 4.3
TOP SPEED 5.6
HANDLING 3.1

RANK NEEDED

2.5L I5 SEDAN

$37,900

ACCELERATION 4.3
TOP SPEED 5.4
HANDLING 4.1

RANK NEEDED

2.3L I4 SEDAN

$2,500

ACCELERATION 4.3
TOP SPEED 5.8
HANDLING 3.9

RANK NEEDED

2.3L I4 SEDAN

$52,000

ACCELERATION 4.3
TOP SPEED 6.5
HANDLING 4.3

RANK NEEDED

4.4L V8 SUV

$37,000

ACCELERATION 3.7
TOP SPEED 5.8
HANDLING 4.9

RANK NEEDED

4.0L V6 SUV

$21,000

ACCELERATION 3.7
TOP SPEED 5.8
HANDLING 4.9

RANK NEEDED

3.7L V6 SUV

$27,000

ACCELERATION 3.7
TOP SPEED 5.8
HANDLING 4.9

RANK NEEDED

1.7L I4 COUPE

$18,000

ACCELERATION 3.0
TOP SPEED 6.8
HANDLING 7.4

RANK NEEDED

DETECTIVE TRAINING
STREETS OF NEW YORK
ON THE SIDE
MANHATTAN CITY MAP

4.8L V8 SUV

$41,000

ACCELERATION	3.7
TOP SPEED	5.8
HANDLING	2.8

RANK NEEDED

5.8L V8 WAGON

$2,900

ACCELERATION	3.7
TOP SPEED	5.8
HANDLING	2.2

RANK NEEDED

2.3L I5 WAGON

$28,000

ACCELERATION	3.8
TOP SPEED	6.5
HANDLING	3.1

RANK NEEDED

4.7L V8 PICKUP

$28,000

ACCELERATION	3.7
TOP SPEED	5.8
HANDLING	2.3

RANK NEEDED

6.0L V12 COUPE

$160,000

ACCELERATION	7.2
TOP SPEED	7.8
HANDLING	8.3

RANK NEEDED

4.3L V6 VAN

$27,000

ACCELERATION	4.3
TOP SPEED	5.1
HANDLING	3.5

RANK NEEDED

6.3L V8 COUPE

$34,000

ACCELERATION 5.8
TOP SPEED 6.8
HANDLING 4.4

RANK NEEDED

1.5L I4 WAGON

$15,000

ACCELERATION 4.0
TOP SPEED 6.3
HANDLING 4.0

RANK NEEDED

7.2L SC V8 COUPE

$18,000

ACCELERATION 6.3
TOP SPEED 6.2
HANDLING 3.3

RANK NEEDED

6.3L V8 BEATER

$6,500

ACCELERATION 4.2
TOP SPEED 4.5
HANDLING 2.6

RANK NEEDED

5.8L V8 BEATER

$3,300

ACCELERATION 4.2
TOP SPEED 4.5
HANDLING 2.6

RANK NEEDED

2.3L I4 BEATER

$600

ACCELERATION 4.2
TOP SPEED 4.5
HANDLING 2.6

RANK NEEDED

5.4L V8 BEATER

$1,300

ACCELERATION 4.2
TOP SPEED 4.5
HANDLING 2.6

RANK NEEDED

2.5L I4 BEATER

$1,100

ACCELERATION 4.2
TOP SPEED 4.5
HANDLING 2.6

RANK NEEDED

5.2L V8 BEATER

$5,100

ACCELERATION 4.2
TOP SPEED 4.5
HANDLING 2.6

RANK NEEDED

4.7L V8 BEATER

$6,800

ACCELERATION 4.2
TOP SPEED 4.5
HANDLING 2.6

RANK NEEDED

5.0L V8 COUPE

$9,200

ACCELERATION 6.3
TOP SPEED 7.1
HANDLING 3.8

RANK NEEDED

5.0L V8 BEATER

$2,200

ACCELERATION 4.2
TOP SPEED 4.5
HANDLING 2.6

RANK NEEDED

COMBAT

Whether in melee or at a distance, you must fight an awfully large number of hostile perps by the end of the game, and since you can keep playing even once the story is completed to clean up the city (or simply roam around having fun), learning how best to combat your enemies is important.

MELEE COMBAT

Melee combat is, at its core, quite simple. Using Weak or Strong attacks chained into three hit combos, you can stun (with a third Weak hit) or knock down (with a third Strong hit). You can use Grapples to tackle (while running) or grab (while standing still or walking). Grabs can be followed up with throws (for the martial art styles) or weapon takedowns (when wielding any weapon, even a gun). You can also sneak up behind perps while crouched, then perform a lethal (Weak or Strong) or non-lethal (Grapple) takedown after grabbing them from behind with Grapple.

Visit the city Dojos to acquire four different Martial Art styles, each of which deals different amounts of damage to the other styles (including the base Brawling style). You can actually switch between styles in mid swing (or mid-grapple) if you want to mix up the moves. The combat controls are the same no matter which style you are using, only the damage dealt differs.

Three Dojos offer special weapon training, one allowing you to dual wield melee weapons, another giving training in larger, special martial arts weapons (and you can buy the Bo and Kwandao there), plus there's a Katana training Dojo. Use these weapons as an alternative to the usual improvised weaponry that is available during missions, and they show up in the Armory or in your car trunks.

In general, early in the game, simple combos can take down opponents fairly easily. Use multi-hit Weak finished combos to stun opponents, leaving them up for a full Strong-Strong-Strong combination to either knock them out completely, or knock them down, letting you kick them on the ground (move up beside a downed foe and press Weak or Strong).

Later in the game, keeping your foes knocked down continuously is important. For this reason, the upgraded Radial attack from the Tae Kwon Do Dojo is extremely important. While the basic Radial attack knocks down, the improved version is significantly better, and it is useful all the way through the end of the game.

Other useful upgrades include the get-up attack (learned from the Thai Kickboxing Dojo), Karate's weapon catch, and Thai's counter. The weapon catch and counter-attack are somewhat less important, though of the two, the counter is handy for stopping opponent attack strings. Just be careful when using it, as you can wind up taking more damage than if you'd simply blocked and attacked when they recover from a slow attack. The get-up attack is a rising strike triggered by hitting Weak or Strong while knocked down, and it both knocks away and knocks down any nearby [illegible]

Blocking

This is the most important tool in your arsenal when engaged in melee combat. Press Block to stop all incoming physical attacks. There are two things you need to watch out for: melee weapons, and grapples. Block too long, and your opponent will probably use a grapple. Shake the appropriate control stick to break free (this also applies if they use a tackle). If they're using a melee weapon, you can't block unless you have a melee weapon.

Stamina

The Stamina gauge prevents you from mashing attacks repeatedly (although that's a bad idea anyway against opponents who can counter-attack).

The Stamina gauge depletes as you attack, and depletes more when you use heavy melee weapons. Getting pounded on or blocking also lowers your Stamina. To recover, simply disengage from combat and back off for a few seconds.

If the Stamina gauge depletes in mid-fight, you are rendered helpless. Shake the appropriate control stick rapidly (or rotate it in quick 360 motions) to recover stamina. If you get hit while in this state, there is nothing you can do but wait until they stop hitting you.

Throws

Grapple opponents and hit Weak or Strong to perform a takedown throw. This inflicts significant damage, and once downed, you can continue to kick the opponent. The throw takedown is somewhat less useful than the upgraded Radial attack for knocking down foes simply because it is slower and more difficult to land, but it does have the benefit of inflicting more damage to a single target (plus it looks cool). There are custom takedowns for each martial art style and any weapon you have in hand.

Melee Weapons

You can pick up melee weapons left lying about, or disarm opponents to pick up their weapons. Use a Grapple to disarm foes quickly, or knock them out to make them drop any weapons.

Melee weapons are useful because they ignore blocking from opponents who don't have a melee weapon. However, melee weapons generally use more stamina per swing, especially big improvised melee weapons. You can also toss melee weapons at opponents (hold Lock, then press Fire). This is useful at midrange, because if they get hit by the thrown weapon, it staggers them temporarily, giving you time to get in and grab, or perform a three hit Strong combo.

Special Attacks

If you manage to hit opponents with a third Weak hit (with or without a weapon in hand) while they are low on health, you may trigger a special move. These cause a meter to appear at the bottom of the screen. Mash the Weak and Strong attack buttons to fill the meter. If you hit the top 10% or so, you perform one of two special animations for your current weapon (weak or light) or martial art style. These hits are automatic, and always result in a spectacular knockdown.

Directional Attacks

You can perform directional attacks while locked on to an opponent. Hold the appropriate control stick in a cardinal direction and press attack while holding the lock. Left or right swings have a slightly wider arc and higher damage, and you can perform a rear-targeted strike by pressing backwards. Forward targeted attacks can knock down and inflict decent damage, but they tend to be slow.

Sneaking

Any time you are crouched, you are moving around stealthily. During missions, if you are careful in your movements, you can come up behind enemies and Grapple them from behind. From this position, you can take them down in a lethal or non-lethal manner. Not only that, the takedown is silent in either case, allowing you to continue sneaking.

You can also use silenced guns to aid in your stealth attempts, taking down foes at ranged with silenced weaponry works nicely.

The main problem with trying to sneak through the missions is that once your cover is blown, you rarely get a chance to recover your stealth, as the guards are all alerted to your presence. You can keep an eye on a guard's alert level by watching a small stealth meter shown over their head. As it increases, the guard becomes more suspicious, and if it gets too high, your cover is blown.

Environmental Hazards

Many mission levels and almost all of the Fight Arenas have special environmental hazards. Grapple opponents, then drag them near the glinting hazard. It may be a stovetop, or it could be a set of spinning fan blades. Hold the Weak attack button to stick opponents in the hazard. As long as you hold down the button, they continue to lose health. Release them early if you don't want a lethal takedown.

In addition to the special hazards, you can also smash people into everyday objects anywhere in the game. Grab perps in an indoor mission and smash them into a shelf of goods, a drying machine, or just the wall. This works during extortion when pressing Weak attack as well, if you want to rough up a store owner even more.

RANGED COMBAT

While you have a wide range of options open to you in melee combat, ranged combat is just as important, and even more important for rapid resolution of street crimes.

The basic controls for using your gun are simple—target lock on opponents and press fire repeatedly until they drop. Different weapons have varying levels of damage, accuracy, and clip sizes (check the charts later in the chapter for more details), but almost all of them function in a similar manner.

You can target explosive objects in the environment to cause massive explosions, killing any nearby perps. This is particularly useful during later missions when the number of opponents is large, and you aren't worried about finesse (or nearby civilians).

When it comes to ranged combat in general, you should think in terms of cover. Find the nearest wall, bit of debris, or vehicle to get behind. Even having part of your body concealed is better than none at all. Hug walls by pressing the Crouch button while close to them, enabling you to shoot around corners while remaining under cover. You can also use crouch to get behind low cover, then pop up to fire and crouch again while reloading or after using Precision Aim and the time slowdown has worn off.

Precision Aim

Precision Aim allows you to precisely control where you fire your weapon, and can be used to take down perps in a lethal (single headshot) or non-lethal (arm or leg shot) manner. This is extremely useful and important, not just because you can take out perps in a single shot, but also because for the first few seconds that you trigger Precision Aim, time slows to a crawl. This nearly eliminates incoming fire from enemies, and gives you time to line up your shots.

You can also use Precision on (and in!) vehicles. Trigger Precision Aim to target tires, or aim just below the license plate to target the gas tank and destroy the vehicle (lethal to all inside). When using Precision Aim while driving a vehicle, you can only aim 90 degrees to the left or right, so you need to make sure your vehicle position and speed are close to that of your target. Keep in mind that taking out even a single tire slows your mark, so you can use repeated Precision Aim triggers to take out more tires, and it gets easier each time as the perp loses control of the vehicle.

Use Precision Aim often to get used to the aiming. Remember you can hold down the target lock key to slow down the targeting reticule, giving you precise control when you need to score a takedown shot on a perp holding a hostage, or shoot the limb of a perp that is barely sticking out from behind cover.

Gun Dives

Double tapping the Jump button triggers a Gun Dive. You can still manually aim and target lock while diving, and once you get the slow motion upgrades, time slows down while you are diving. Gun dives are useful to quickly get under cover, and with the Slo-Mo upgrades, handy if you want to go two guns blazing on your opponents while remaining in the open. Keep in mind that you can't make precision shots while diving, so if you're going for non-lethal neutralizing shots, keep the movie theatrics confined to difficult missions with many shooting opponents.

Ranged Weapon Upgrades

WEAPON SKILLS		
RANK	SKILL	EFFECT
5	Zoom 2x	Double zoom during Precision Aim
4	Slow-Mo Dive	Slow motion added to Gun Dives
3	Zoom 4x	Maximum zoom during Precision Aim
2	Prec. Aim Assist	Increased Precision Point detection
1	Slo-Mo Dive 2x	Maximum slow motion added to Gun Dives

Each of the upgrades for ranged weapon skills purchased at the Police HQ are extremely useful, and vital for heavy Precision Aim usage. The Precision Aim Assist upgrade is especially potent, as it increases the area that triggers a non-lethal or lethal shot on a perp, and a disabling or destructive shot on a vehicle.

Twin Pistol Packing

You can dual wield any light ranged weapon, simply pick up a second weapon from the ground with the Action button, or push left on the control pad to draw a left handed weapon from your carried arsenal.

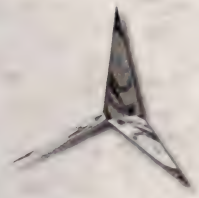
Personal Armory

Remember that you can only carry a limited amount of ammunition for your extra weapons (generally 3 clips). You can replenish ammo for all of your carried weapons, and swap out weapons among all of those you own in the trunk of your vehicles. This is particularly handy later in the game when you have a large stash of weapons, as you can only carry a limited number of ranged and melee weapons with you.

Unusual Weapons

In addition to the usual suspects, you also get access to some potent explosive toys, sniper rifles, and some odder implements.

The grenade-like weapons (Grenades, Flashbangs, Molotovs, and Caltrops) are all tossed in an arc. This lets you throw them around corners or over obstacles. Grenades or Molotovs are great for dealing with crowds. Flashbangs are the non-lethal alternative, but you need to be careful that you don't get caught in the flash. Caltrops are unusual—you can use them to 'guard' an area for you, as enemies can't walk through the caltrop field generated on the ground without getting a sharp spike in the foot.



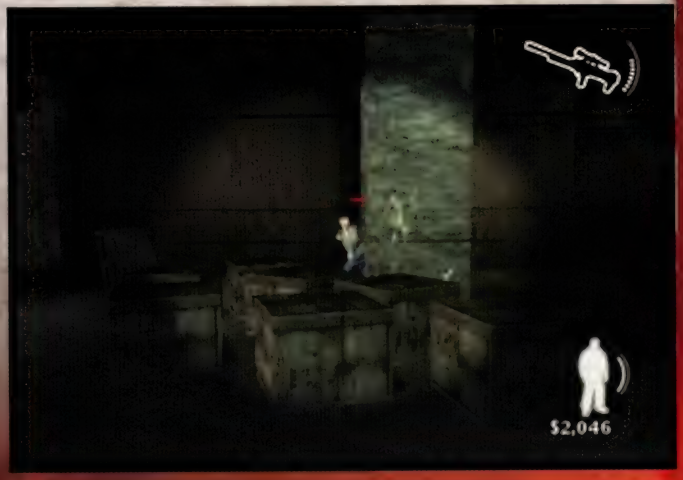
You can use Pepper Spray or the Stun Gun as alternate non-lethal weapons, though really, Precision Aim neutralizing shots are much easier.

Sniper rifles can be zoomed in farther while using Precision Aim (use the appropriate control stick), and there is a non-lethal Tranquilizer sniper rifle at your disposal, particularly handy for non-lethal takedowns at extreme range.

The single shot RPG is devastating, but you may get more bang for your buck with Grenades for general mission usage. Of course, the RPG is fun if you're near your trunk.

Landmines are sort of the lethal version of Caltrops. Drop one where you don't want enemies approaching, and listen for the boom. Just make sure you aren't in the vicinity.

Finally, the Rotary Cannon is an absolute monster of a weapon, but it only has one clip of ammo. Still, it inflicts heavy damage and tears up the surroundings.



ARMORY REWARDS

Cleaning up the city and earning Detective rank increases not only grants you access to the additional driving and shooting skills, it also earns you new sets of weaponry for each rank. This is in addition to the weapons available for purchase around town. Most importantly, the new skills unlocked at each tier are important for gunslinging throughout the game. The 4x Zoom (unlocked at 3rd rank) and the Precision Aim upgrade (at 2nd rank) are both extremely valuable.

DAMAGE DETAILS

Every weapon in the game has different characteristics in terms of damage dealt per hit (for melee weapons or strikes), or accuracy, clip size, and damage (for ranged weapons).

Special Tools

Some melee weapons have special characteristics—for example, the Syringe instantly inflicts a dazed state on opponents that you hit in melee, allowing you to perform a finishing blow instantly (handy during the Escape Crazy mission). Some improvised weapons are temporary, as in the case of a beer or wine bottle, which breaks on impact. Other improvised weaponry can fall apart after a few hits (say, a chair leg). Many bits of the clutter during missions and indoor crimes can be converted into improvised weaponry when they are smashed or shot, giving you quick access to a weapon.

There are also two varieties of grenade: regular (lethal) and Flashbang (non-lethal). Be careful when using Flashbangs, as they can blind and daze Marcus just as easily as the opponents. Try to use them by tossing them around corners, or throwing them a good distance and quickly reversing the direction faced so you don't see the blinding flash.

Untrained Weapons

A few weapons deal less damage if you aren't trained in their usage. You can learn melee combat skills at the Dojos around the city, but keep in mind that they take the place of a normal martial art style. Since you don't need all of the martial arts at once, its worthwhile to have at least one of the melee martial art styles available.

Non-Lethal Tools

Some weapons are specifically designed to be non lethal. The Beanbag Shotgun, Stun Gun, Tranquilizer, Pepper Spray, and any blunt melee weapon can all be used to take down perps without killing them. This is especially useful if you are playing Good Cop, but it is also useful if you're trying to increase your Detective rank, which is harder to do if you're playing Bad Cop. You earn more career points for arresting thugs than you do for killing them outright.

Martial Arts

In addition to the various damages of the melee tools and guns, your martial art styles also have base damages that are modified depending on what opposing style they are combating. You can recognize a style by the pose and attacks that opponents make. If you don't feel like referring to the table constantly to check on damage amounts, just remember that using the same style as an opponent results in 75% damage dealt per hit. You can see all of the individual Dojos on your CompSTAT map.

MARTIAL ART DAMAGE

OFFENSE / DEFENSE	KARATE	WU SHU	TKD	THAI	BRAWLING
Karate	75%	100%	105%	100%	110%
Wu Shu	105%	75%	100%	110%	100%
TKD	100%	110%	75%	105%	100%
Thai	110%	100%	100%	75%	105%
Brawling	100%	105%	110%	100%	75%

DOJOS AND SKILLS

DOJO	SKILL
Karate	Catch Weapon
Wu Shu	Radial Attack
Tae Kwon Do	Get-Up Attack
Muy Thai	Attack Reversal

Buying Weapons

You can pick up new weapons at two places—the Police HQ in the Armory, or at weapon shops around town. You can see all of the individual weapon stores on your CompSTAT map, and the weapons they sell can be purchased as soon as you have the money. The weapons (and skills) available for sale at the Police HQ require a certain detective rank before you can buy them.

ARMORY RANK REWARDS		
RANK	SKILL	WEAPONS
5	2x Zoom ($1000)	.45 ACP ($300), Beanbag Shotgun ($400), Caltrops ($200), Flashlight ($100)
4	Slo-Mo Dive ($2000)	Stun Gun ($500), 9mm SMG ($1000), Standard Shotgun ($1500)
3	Zoom 4x ($3000)	4.6mm PDW ($1000), 5.56 Assault Rifle ($1500), Tranquilizer ($2000), Stun Baton ($200)
2	Prec. Aim ($4000)	.45 Special ($600), Tactical Shotgun ($2000), 5.56mm Bullpup AR ($2500), Sledge Hammer ($350)
1	Slo-Mo 2x ($5000)	5.56mm Carbine ($4000), 7.62 Auto Sniper ($4000), FlashBang ($1000)

1ST PRECINCT, 1ST PL. AND WEST ST.	
.38 Auto	$125
Sawed Off	$1500
Full Auto Shotgun	$3000
.32 ACP SMG	$2000
Blackjack	$100
Molotov Cocktail	$700

9TH PRECINCT, E BROADWAY AND MONTGOMERY ST	
.40 Handgun	$500
.38 Auto	$125
.45 SMG	$3000
Full Auto Shotgun	$3000
7.62 Assault Rifle	$7000
Switchblade	$150

MIDTOWN S. PRECINCT, W 21ST ST AND AVENUE OF THE AMERICAS	
.50 Auto	$1000
9mm Silenced SMG	$4000
Semi Auto Shotgun	$4000
5.56 Scoped Bullpup	$8000
.50 Sniper	$12000
Crowbar	$200

19TH PRECINCT, E 57TH ST AND 3RD AVE.	
.38 Auto	$125
WWII .45 SMG	$5000
7.62mm Bullpup AR	$9000
7.62 Bolt Action Sniper	$10,000
Baseball bat	$250
Frag Grenade	$1400

24TH PRECINCT, W 107TH ST AND COLUMBUS AVE	
.40 Handgun	$500
.50 Sniper	$12,000
WWII .45 SMG	$5000
Machete	$350
Land Mine	$4600
Molotov Cocktail	$700

33RD PRECINCT, FREDERICK DOUGLASS ST AND W 154TH ST	
.50 Auto	$1000
RPG	$20,000
Rotary Cannon	$50,000
Flame Thrower	$40,000
Frag Grenade	$1400
Land Mine	$4600

Damage Specifics

The following tables have detailed damage numbers for all different types of attacks. You should use them mostly for a comparative analysis of the various weapons and attacks at your disposal. For the most part, enemies go down quickly to any lethal firearm.

MELEE

NIGHTSTICK

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	2.75	8	15
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1	3.5	10	8 / 24
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
25	5	12	4 / 12
NOTE			
Standard issue police baton			

FLASHLIGHT

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	2.75	8	15
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1	3.5	10	8 / 24
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
25	5	12	4 / 12

NOTE

Utility flashlight that doubles as a nice club

STUN BATON

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	2.2	6.4	12
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
.8	2.8	8	6.4 / 19.2
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
20	4	9.6	3.2 / 9.6

NOTE

Puts assailants down in seconds. Two 9-volt batteries not included.

WOODEN SWORD

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Heavy	3.25	7.5	15
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
.5	3.25	7.5	7.5 / 22.5
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
27.5	5	12.5	3.75 / 12

NOTE

Untrained Wooden Sword

WOODEN SWORD

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Sword	4	12	15
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
.5	4	15	9 / 27.5
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
30	5	17	4.5 / 16

NOTE

Crafted and weighted to be a usable sword without the dangerous edge.

BO STAFF

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Staff	6	15	20
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
.75	3	19.5	13.5 / 41.25
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
45	9	25.5	6.75 / 24

Straight hardwood bo. Perfect weight and balance but extremely durable.

SLEDGEHAMMER

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Heavy	9.75	22.5	45
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1.5	9.75	22.5	22.5 / 67.5
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
82.5	7.5	37.5	11.25 / 36

NOTE

Drop forged hardened steel. 10lb head with 36" fiberglass handle.

BLACKJACK

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	2.75	8	15
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1	3.5	10	8 / 24
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
25	5	12	4 / 12

NOTE

Molded lead round body club with a coiled spring in the handle

SWITCHBLADE

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	3.71	10.8	35
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1.35	4.73	13.5	10.8 / 32.4
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
33.75	6.75	16.2	5.4 / 16.2

NOTE

A folding blade that springs out of the knife at the press of a button.

BASEBALL BAT

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Heavy	6.5	15	20
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1	6.5	15	15 / 45
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
55	10	25	7.5 / 24

NOTE

Smooth wooden rod used to hit baseballs.

CROWBAR

YPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	4.81	14	20
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1.75	6.13	17.5	14 / 42
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
43.75	8.75	21	7 / 21

NOTE

Steel tool mainly used to pry open nailed wooden boxes.

SAI

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Dual	3-3	9-9	45
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1.5	4.5-4.5	12-12	15 / 48
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
45	6-6	15-15	9 / 27

NOTE

An Okinawan weapon that is an unsharpened dagger usually used in pairs.

MACHETE

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	5.5	16	60
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
2	7	16	16 / 48
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
50	10	24	8 / 24

NOTE

A large knife mainly used to hack through dense vegetation.

DETECTIVE
STREETS OF NEW YORK
ON THE SIDE
MANHATTAN CITY MAP

KAMA

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Dual	4-4	12-12	60
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
2	6-6	16-16	20 / 64
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
60	8-8	20-20	12 / 36
NOTE			
A sickle shaped weapon that evolved from Okinawan and Chinese farming tools.			

KATANA

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Heavy	8.125	10	100
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1.5	8.125	10	22.5 / 67.5
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
82.5	6.25	15	11.25 / 36
NOTE			
Untrained Katana			

KATANA

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Sword	12	36	100
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1.5	12	45	27 / 82.5
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
90	15	51	13.5 / 48
NOTE			
A curved single edged sword traditionally carried by Japanese samurai.			

KWAN DAO

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Heavy	9.75	22.5	100
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1.5	9.75	22.5	22.5 / 67.5
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
82.5	7.5	37.5	11.25 / 36
NOTE			
Untrained Kwandao			

KWAN DAO

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Staff	12	30	100
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1.5	6	39	27 / 82.5
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
90	18	51	13.5
Trained Kwandao or Guandao, a type of polearm orginating from China named after the general Guan Yu.			

HATCHET

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	5.5	16	65
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
2	7	20	16 / 48
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
50	10	24	8 / 24
NOTE			
A short-handled, single-bitted axe designed for use by one hand.			

ICEPICK

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	3.44	10	30
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1.25	4.375	12.5	10 / 30
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
31.25	6.25	15	5 / 15

NOTE

A sharp tool designed to chip or pick at a chunk of ice.

SCREWDRIVER

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	3.16	9.2	30
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1.15	4.03	11.5	9.2 / 27.6
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
28.75	5.75	13.8	4.6 / 13.8

Common tool used to insert and tighten or to loosen and remove screws.

WRENCH

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	2.75	8	20
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1	3.5	10	8 / 24
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
25	5	12	4 / 12

Straight handled pipe wrench with I-beam handle and full floating hook.

DAGGER

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	4.13	12	40
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
1.5	5.25	15	12 / 36
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
37.5	7.5	18	6 / 18

Double edged knife used for thrusting rather than cutting or slicing.

MEAT CLEAVER

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	5.5	16	65
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
2	7	20	16 / 48
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
50	10	24	8 / 24

This stainless steel cleaver chops through bones and joints, crushes spices, and chops vegetables.

SYRINGE

TYPE	LIGHT A	HEAVY A	THROWN DAMAGE
Light	.6875	2	2
DAMAGE MODIFIER	LIGHT B	HEAVY B	D FWD & BCK
.25	.875	2.5	2 / 6
GRAPPLE	LIGHT C	HEAVY C	D RT & LFT
6.25	1.25	3	1 / 3

A hypodermic needle for injecting fluids or gasses into the body.

PROJECTILE

PISTOLS

STUN GUN

DAMAGE	CLIP SIZE	ACCURACY	ROF
25	5	1	NA

STORE NOTE

An electrical self-defense device that uses high voltage to stop an attacker.

.38 AUTO

DAMAGE	CLIP SIZE	ACCURACY	ROF
16	10	2	15

STORE NOTE

A compact .38 caliber semi-automatic pistol.

.45 ACP

DAMAGE	CLIP SIZE	ACCURACY	ROF
35	7	1.5	7.5

STORE NOTE

.45 caliber semi-automatic pistol. Holds 7 rounds.

.40 HANDGUN

DAMAGE	CLIP SIZE	ACCURACY	ROF
30	15	1.5	8.25

STORE NOTE

.40 caliber semi-automatic pistol. Holds 15 rounds.

.45 SPECIAL

DAMAGE	CLIP SIZE	ACCURACY	ROF
35	12	1.25	7.5

STORE NOTE

.45 caliber semi-automatic pistol with attached silencer.

.50 AUTO

DAMAGE	CLIP SIZE	ACCURACY	ROF
50	7	1	6

STORE NOTE

Powerful gas operated .50 semi-automatic pistol.

SUB MACHINEGUNS

9MM SMG

DAMAGE	CLIP SIZE	ACCURACY	ROF
20	30	2	13.333

STORE NOTE

A closed bolt submachine gun which fires 9mm pistol ammunition.

.32 ACP SMG

DAMAGE	CLIP SIZE	ACCURACY	ROF
15	30	3.5	14.166

STORE NOTE

.32 caliber submachine gun with folding buttstock. Can be dual wielded.

4.6MM PDW

DAMAGE	CLIP SIZE	ACCURACY	ROF
20	40	2.5	15.833

STORE NOTE

A Personal Defense Weapon (PDW) which fires special 4.6mm High Velocity ammo.

WWII .45 SMG

DAMAGE	CLIP SIZE	ACCURACY	ROF
35	30	2	11.666

STORE NOTE

.45 caliber delayed blowback submachine gun.

.45 SMG

DAMAGE	CLIP SIZE	ACCURACY	ROF
20	25	3	15.833

STORE NOTE

.45 caliber submachine gun. Light enough to be dual wielded.

9MM SILENCED SMG

DAMAGE	CLIP SIZE	ACCURACY	ROF
20	30	3	21.333

STORE NOTE

9mm submachine gun with attached silencer.

SHOTGUNS

STANDARD SHOTGUN

DAMAGE	CLIP SIZE	ACCURACY	ROF
150/10	7	4	0.8333

STORE NOTE

Standard police issue shotgun. Pump action 20 gauge.

FULL AUTO SHOTGUN

DAMAGE	CLIP SIZE	ACCURACY	ROF
150/10	12	4	4

STORE NOTE

Drum fed automatic 12 gauge shotgun.

TACTICAL SHOTGUN

DAMAGE	CLIP SIZE	ACCURACY	ROF
175/10	8	2.75	0.81

STORE NOTE

Standard police issue shotgun. Pump action 12 gauge.

SEMI AUTO SHOTGUN

DAMAGE	CLIP SIZE	ACCURACY	ROF
150/10	8	3	1

STORE NOTE

Gas operated semi-automatic 12 gauge shotgun.

SAWED OFF

DAMAGE	CLIP SIZE	ACCURACY	ROF
216/18	1	5	0.5

STORE NOTE

Double barreled 12 gauge shotgun with shortened barrels.

BEANBAG SHOTGUN

DAMAGE	CLIP SIZE	ACCURACY	ROF
35	1	0	0.5

STORE NOTE

Shotgun that fires non-lethal bean bag rounds. Mainly used for riot control.

ASSAULT RIFLES

5.56 ASSAULT RIFLE

DAMAGE	CLIP SIZE	ACCURACY	ROF
25	30	1.25	12.5

STORE NOTE

5.56mm carbine mainly used by military and law enforcement.

5.56MM BULLPUP AR

DAMAGE	CLIP SIZE	ACCURACY	ROF
25	30	0.75	10.833

STORE NOTE

5.56mm assault rifle in a bullpup configuration where the buttplate is mounted directly to the receiver.

5.56MM CARBINE

DAMAGE	CLIP SIZE	ACCURACY	ROF
25	30	1.15	15.833

STORE NOTE

Upgraded version of the 5.56mm carbine with improved accuracy and rate of fire.

7.62 ASSAULT RIFLE

DAMAGE	CLIP SIZE	ACCURACY	ROF
33.5	30	1.25	10

STORE NOTE

7.62mm assault rifle. Cheap to manufacture but reliable and easy to use.

5.56 SCOPED BULLPUP

DAMAGE	CLIP SIZE	ACCURACY	ROF
25	35	0.90	10.833

STORE NOTE

5.56mm bullpup assault rifle with attached scope.

.50 SNIPER

DAMAGE	CLIP SIZE	ACCURACY	ROF
75	5	3	0.5

STORE NOTE

Powerful .50 sniper anti-material sniper rifle.

7.62MM BULLPUP AR

DAMAGE	CLIP SIZE	ACCURACY	ROF
33.5	30	1	12.5

STORE NOTE

7.62mm bullpup assault rifle.

TRANQUILIZER

DAMAGE	CLIP SIZE	ACCURACY	ROF
100	3	0.3	0.5

STORE NOTE

Sniper rifle that fires non-lethal tranquilizer darts.

7.62 AUTO SNIPER

DAMAGE	CLIP SIZE	ACCURACY	ROF
40.5	5	2	3

STORE NOTE

7.62mm semi-automatic sniper rifle.

SPECIAL

PEPPER SPRAY

DAMAGE	CLIP SIZE	ACCURACY	ROF
25	10 secs	0	0.1

STORE NOTE

Projects a non-lethal chemical agent often used for riot control.

FLAME THROWER

DAMAGE	CLIP SIZE	ACCURACY	ROF
35	36 secs	5	10

STORE NOTE

A weapon that projects an ignited stream of flammable liquid.

RPG

DAMAGE	CLIP SIZE	ACCURACY	ROF
Special	1	0	NA

STORE NOTE

Fires a single rocket propelled anti-tank grenade.

ROTARY CANNON

DAMAGE	CLIP SIZE	ACCURACY	ROF
80/4	100	4	18

STORE NOTE

A multi-barrel electric machine gun that is usually mounted on aircraft.

TRAVEL

Getting around Manhattan can take a long time even in a vehicle. Thankfully, there are other options. The subway system allows you to travel between subway stations instantly, for only a few dollars. Even better, any taxi you spot on the street can be hailed (just get near it and press the Action button, instead of commandeering the vehicle, Marcus hops in the back seat). The fee for using a taxi increases the farther you use it to travel (you can see the fee for a taxi ride or subway ticket at the bottom of the CompSTAT when selecting your destination), but you can go across the entire island for around $30, so it isn't worth worrying about.

For just about all of the missions, getting there via taxi is the fastest method. In a few cases (noted in the missions), you may want to bring along a fast car of your own, either because the mission involves driving, or the one immediately after it does. The easiest way to get a fast car in perfect condition to a mission location is get it fixed up, then hop in a taxi and visit the closest Police Booth near the mission. Withdraw your vehicle there, then drive to the mission.

Police Booths serve another purpose—using Police Booths to drop off evidence for Career points, pick up your paychecks, and buy driving skills, you can avoid going back to the main Police HQ for long periods of time. The only time you need to return to HQ is after a Detective rank increase, when you should stop by the Armory to purchase new weapons and gun skills.

ECONOMICS

Payday! Earning money is always useful, as there are plenty of things on which to spend it. These include new Dojo skills, new weapons from weapon stores and the Police Armory, and new vehicles from the Police Garage and civilian car stores.

Even fast transit takes some money, as you need to pay for taxi or subway rides. You also need to periodically repair vehicles since they aren't automatically repaired at the Police Garage if you smash them up and leave them.

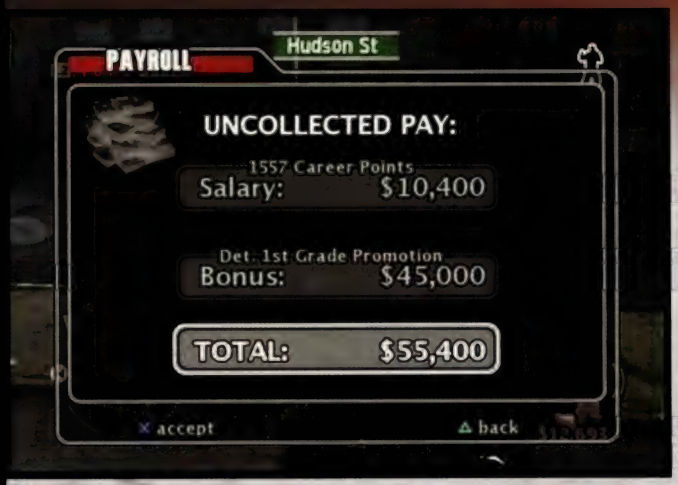
You can also buy new clothing, new hair dos, new music, and restore your health with a variety of tasty foods at restaurants, sub shops, and food stalls around the city.

EARNING MONEY

You earn cash from your paycheck at Police HQ or Police Booths around the city. The amount you earn is based on the number of Career points you've acquired since your last visit, and your current Detective rank. You also get some substantial cash bonuses for earning a new rank.

PAYCHECK PAYOUTS
1st Grade: 100 x Number of Career Points earned since last pay collected.
2nd Grade: 80 x Number of Career Points earned since last pay collected.
3rd Grade: 60 x Number of Career Points earned since last pay collected.
4th Grade: 40 x Number of Career Points earned since last pay collected.
5th Grade: 20 x Number of Career Points earned since last pay collected.

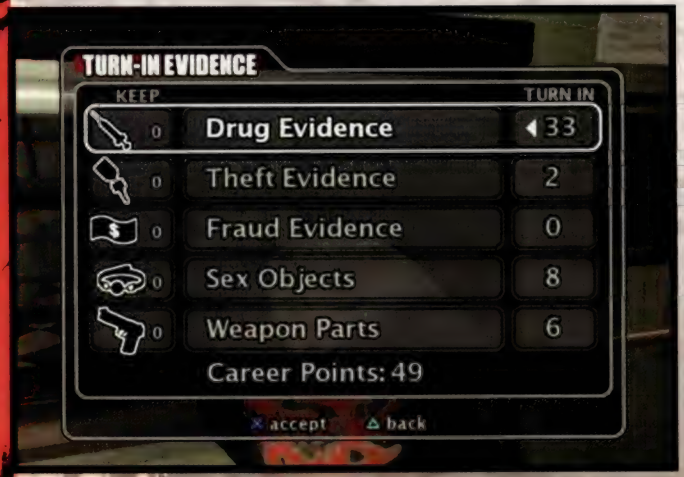
PROMOTION BONUSES	
Det. 4th Grade promotion bonus	$5000
Det. 3rd Grade promotion bonus	$15,000
Det. 2nd Grade promotion bonus	$30,000
Det. 1st Grade promotion bonus	$45,000



The other methods of earning money are a bit less friendly. You can extort store owners (keep an eye out for electronics stores or antique shops, they don't sell anything, but they're prime targets for extortion), or sell off collected evidence at pawn shops scattered about the city. Evidence is worth plenty of money, but remember that selling it also degrades the precinct you sell it in significantly (unless the precinct has been cleaned up fully, in which case it has no effect). Check the Evidence screen to see the current value of your evidence, that shows how much you'll earn if you sell it all off at a pawn shop.

You can also accept bribes from frisked civilians that are carrying contraband, writing tickets, or indirectly by planting evidence and arresting, although the evidence can usually earn you more if sold.

No matter if you play Good Cop or Bad Cop, expect to earn plenty of money playing through the game. You can earn it much faster and sooner if you sell evidence early in the game. If you're shooting for the Good Cop ending, you can always zip through the Big Case files early while you keep your Ethics Scale high, then transition to playing the bad guy after you've seen the Good Cop ending. Doing so allows you to acquire all of the vehicles and weapons to use during the extra missions and full city cleanup.



BLACK AND WHITE

How you choose to play is entirely up to you. You can be the boy-scout good guy cop (more or less, Marcus is the son of a major criminal), or you can cause as much trouble as the criminals do.

Every negative action you take in the city is recorded on the Ethics Scale. When you have more Good than Bad points, you are playing as a Good Cop, and vice versa for Bad Cop.

At the end of the game, which ending you get is determined entirely by your Ethics Scale on the completion of the last Big Case file. The only other major gameplay impact that occurs from being a good or bad guy is that many Bad Cop actions can actually increase the crime level in a city precinct that hasn't been completely cleaned up. Extortion doesn't really help the area, you know?

CAREER, GOOD COP, BAD COP POINTS EARNED

ACTION	CAREER	GOOD	BAD
Kill a Cop			20
Kill an Innocent			10
Kill a Low-Threat Perp	1		2
Kill a Med-Threat Perp	2		1
Kill a High-Threat Perp	3		
Subdue a Cop			10
Subdue an Innocent			5
Subdue a Surrendered Perp			1
Subdue a Low-Threat Perp	1	1	
Subdue a Med-Threat Perp	2	2	
Subdue a High-Threat Perp	3	3	
Arrest a Perp	3	3	
Low-Threat Perp Surrenders	1	1	
Med-Threat Perp Surrenders	2	2	
High-Threat Perp Surrenders	3	3	
Extorting a Clerk			5
Taking a Bribe			1
Planting Evidence			3
Selling Evidence			1 per Unit
Defusing a Bomb	5	5	
Rescuing a Victim	3	3	
Cleaning up a Precinct	50		

ROGUE COP

Wrapped around the badge display at the bottom right of the screen is the Rogue Meter. This increases as you perform violent criminal acts. Shoot or run over pedestrians, shoot cops, blow up vehicles, or otherwise disturb the public order in a criminal manner and your Rogue Meter increases. Once it passes three bars, an arrest warrant is issued, and cops start coming after you. This also cancels any random crimes you may be pursuing.

The Rogue Meter decreases over time, so if you drive fast (or hide in a building interior), you can let it deplete until it's safe to move about again.

If you get taken down by the police while the Rogue Meter is high, you get severely reprimanded by Dixon, and demoted to a beat cop for three arrests. You are stuck back in your blue Police uniform, and you can't access your Police gear. Score three arrests on the streets to get back in Dixon's good graces.

This is the only penalty for going Rogue (and it only applies if you get caught), so if you just want to blow off some steam, don't worry about any permanent black marks on your record.

CRIME AND PUNISHMENT

Your day-to-day business in the city as a duly appointed Police Detective is largely solving crimes. There are many random crimes that occur around the city, including a set of special one time crimes (triggered at certain locations in the city), and a series of tiered crime missions (these repeat, but they have a larger set of linked missions, and the payoffs and dangers are greater for the final tier of missions).

There are street crimes to deal with (everything from crazed men armed with weapons, to gangs of punks tussling in the streets), and indoor crimes (ranging from bank hostage situations or robberies to bomb threats in offices to domestic violence calls). Occasionally you must deal with perps in vehicles (hijacked bus, stolen police cruiser, taxi driver held hostage, and others).

Solving crimes regularly tests all of your skills, melee combat, gun usage, and driving skill. In addition to being fun, you also get tangible rewards for completing crimes. Solving crimes cleans up the precinct you are patrolling, earns you career points (which can then earn you promotions and more pay), and depending on how you go about dealing with the perps, you can earn either good cop points (for subduing them in a non lethal manner and arresting them), or bad cop points (for killing lightly armed or unarmed perps with lethal force). Note that killing perps does not earn good cop points, even if they are armed with a gun.

CITY CLEANUP

When it comes to cleaning up city precincts, the current crime rate has an impact on many aspects of that part of the city. First off, the worse off a precinct is, the nastier it looks. More grit and grime on the streets, more trash drifting around. The people are poorer, colder, and carry contraband more frequently. The buildings are boarded up, covered with graffiti. Small businesses close up shop, and those that remain open stay open for less time each day. It rains more often, and feels darker.

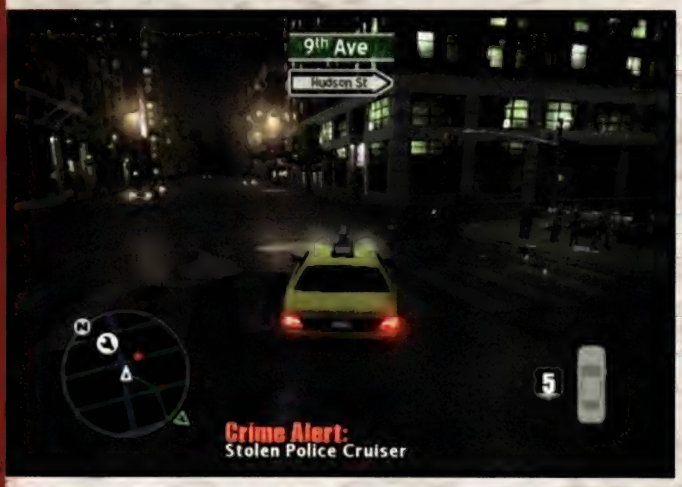
To clean up a city precinct, all you need to do is solve crimes. Keep in mind that your own actions have an effect as well. If you perform in a criminal manner, the neighborhood deteriorates, and can potentially get even worse. For any given level of crime in a city precinct, the area starts off with 100 crime points. Depending on your actions, the value can increase (resulting in degradation to a worse crime level), or decrease (resulting in the precinct moving up a crime level. The city also degrades on a daily basis. Every day that passes results in a 10 point increase for any area of the city that isn't completely cleaned up.

CRIMINAL ACTIVITIES	
Action	Crime Point Increase
Natural Deterioration	+10 /day
Extortion	+10 + 1 per $100 extorted
Taking Bribe	+2
Plant Evidence	+5
Sell Evidence	+1 x Units Sold

POSITIVE ACTIVITIES	
Action	Crime Point Decrease
Frisked Contraband	-3
Perp subdued	-5
Perp arrested	-10
Perp killed	-10

RANDOM CRIMES

At any time you are roaming around the city between missions, either on your way to a mission or bonus mission, you may be contacted to deal with a random crime. Dispatch radios in a request for most random crimes. In addition to the Dispatch calls, Lt. Dixon may also call you requesting that you help to deal with a specific type of crime. Dixon's calls are indicators that you can begin a series of tiered random crimes that eventually conclude. The conclusion missions for the tiered crimes are larger indoor random crimes with multiple perps (usually heavily armed) and evidence scattered around. This makes them useful for either earning a bunch of career points or a bunch of cash, depending on your morality. Once a tiered mission set is done, you may receive it again later from Lt. Dixon when she calls you.



Basic Crimes

These are standalone crimes that repeat. The particulars of the mission can vary slightly, especially based on the current difficulty of the game (which increases as you complete Big Case missions). Early on the perps may be armed with pistols, later you'll find them armed with assault rifles. For any of these random crimes, there's a decent chance that either flashing or badge or firing a warning shot may cause them to surrender immediately. You can arrest a surrendered suspect by simply walking close to them and pressing Grapple.

For indoor missions, when it takes place in an apartment, listen for the sounds of yelling or fighting (or gunshots!) to locate the room with the perps inside. None of the interiors are large, so you can always find them quickly.

Random Crimes

CRIME NAME	DISPATCH CALL
Waiters Fighting Over Tip	Attention units... code 10 50—we have an altercation among waiters at a local restaurant, quarreling over a tip. Over.

A simple bar brawl, drive to the restaurant and head inside to break it up

CRIME NAME	DISPATCH CALL
Fender-Bender Brawl	10-99T5 vehicle accident escalating to 10-34. Drivers involved are engaged in violent dispute. Over.

Drive to the location to find two dented vehicles and a pair of angry drivers smacking each other. Arrest them both to resolve.

CRIME NAME	DISPATCH CALL
Fighting Bums	Attention patrol units. Code 10 50. Disturbance caused by homeless suspects, exhibiting aggressive behavior. Over.

Street combat, several bums fighting on the sidewalk. Arrest them all to finish the fight.

CRIME NAME	DISPATCH CALL
Abducted Crime Witness	Attention all units. 10 39. Location of abducted crime witness uncovered. Witness is held by armed suspects. Secure witness.

Hostage situations require keen Precision Aim. Take out the criminal without harming the hostage, unless you're playing a really bad cop.

CRIME NAME	DISPATCH CALL
Domestic Dispute	Attention units. We got another 10 52—a couple engaged in a violent dispute. Good luck!

These are indoors, you can locate them from the shouting. They aren't always what you expect—sometimes it's an irate wife drubbing her husband!

CRIME NAME	DISPATCH CALL
Serial Rapist in Area	Code 10 34. Calling all units. Female reported screaming in residence, possible assault in progress. Situation may be linked to serial rapist active in the area. Get there, now!

Smash the slimebag in the face repeatedly to take him down, or cripple him with gunshots. The rescued woman flees as soon as you arrive.

CRIME NAME	DISPATCH CALL
Kidnapping Victim Calling For Help	Police units come in. Code 10 39. High-profile criminal witness reported kidnapped, forced into the trunk of a late model sedan.

Don't destroy the vehicle! Use a PIT maneuver or shoot out the tires to stop the vehicle safely so the kidnapped victim can get out safely.

CRIME NAME	DISPATCH CALL
Drunken Joyriders	Patrol, come in. Complaints of 10 39—DUI suspect causing traffic situation in vicinity. Over.

Mostly harmless, don't go vigilante on them if you want to score some easy career points. Knock their ride out and arrest them.

CRIME NAME	DISPATCH CALL
Hijacked Taxi Cab	Attention patrol. Code 10 31—taxi driver hijacked by passenger brandishing a gun. Innocent driver may be trapped inside. Over.

Somewhat more dangerous than a simple pursuit, as the passenger shoots at you while you're chasing the car. PIT Maneuver or shoot out the tires quickly to avoid taking a lot of damage.

CRIME NAME	DISPATCH CALL
Hijacked City Bus	Attention mobile units: Code 10 32. City bus hijacked by mentally unstable man. Passengers may be trapped inside vehicle and suspect may be armed. Over.

Performing a PIT Maneuver on a bus seems like an impossibility, but it works (and looks pretty funny). It's also usually pretty easy to catch up and shoot out the tires, since the bus isn't especially speedy or maneuverable.

CRIME NAME	DISPATCH CALL
Hijacked Prison Bus	Attention units in area. Code 10 34. A bus was taken over by unspecified assailants.

Similar to city bus, but with nastier passengers. Be prepared to open fire.

CRIME NAME	DISPATCH CALL
Stolen Police Cruiser	Patrol come in. 10 32. Stolen police cruiser driven recklessly by joyriders. Possible DUI. Over.

Usually a simple vehicle pursuit, watch out for armed perps driving the vehicle.

CRIME NAME	DISPATCH CALL
Unstable Suspect With Weapon	Attention units in the area. We have 10 10, shots fired. Mentally unstable subject is armed and dangerous. Over.

You can solve these single-perp street crimes from your vehicle with a well aimed Precision shot while driving up if you're quick. What weapon the perp is armed with varies, based on how far into the Big Case files you've gone.

CRIME NAME	DISPATCH CALL
Mentally Unstable Arsonist	This is central dispatch. Code 10 50. Reports received of active arsonist in vicinity, setting fire to surrounding property. Available units, please respond.

Similar to suspect with a weapon, this perp is armed with Molotovs or a Flamethrower! Best to neutralize him from a distance.

CRIME NAME	DISPATCH CALL
Bar Brawl	Available units, come in. 10 50—a violent confrontation between several bar patrons. Parties involved are likely under influence.

Drunken thugs, nothing tricky about knocking out these troublemakers. Frisk the other patrons inside if you're in a high crime precinct.

CRIME NAME	DISPATCH CALL
Hostage Situation	Dispatch to street response. We have 10 34—a reported hostage situation, details unknown. Proceed with caution.

As with all hostage situations, be careful with your targeting. Also, if you take too long and threaten the perp, he may ice the hostage.

CRIME NAME	DISPATCH CALL
Workplace Hostage Situation	Attention all units. 10 34 reported. A workplace hostage situation, possibly a disgruntled employee. Proceed with caution. Over.

Similar to the hostage situation, but this one takes place inside. Watch out for the other innocents in the area.

CRIME NAME	DISPATCH CALL
Double Date Gone Wrong	Attention available units. 10 34. A violent altercation at a local restaurant, resulting from a dispute among blind date participants. Over.

Another brawl scenario, use some of the debris in the area as makeshift weapons if you feel like smacking some heads in.

CRIME NAME	DISPATCH CALL
Restaurant Robbery	Patrol units come in. Restaurant hold up in progress. Repeat, we have a hold up. Suspects are armed and reported unstable. Over.

Indoor gunmen can be bad news, be careful when you go in, and trigger Precision Aim immediately to slow down time and asses the situation.

CRIME NAME	DISPATCH CALL
Possible Poisoning At Restaurant	Code 10 39. Citizens becoming sick at local restaurant. Reasonable suspicion of poisoning. Please investigate.

Head to the restaurant and go indoors, then frisk the waiters until you find the one who poisoned the customers. Arrest the jerk once you find the evidence.

CRIME NAME	DISPATCH CALL
Fighting Pedestrians	Calling street patrol. 10 50. Disturbance in vicinity, cause unknown. Exercise caution. Over.

A regular street brawl for unknown reasons, you can get in to melee them if you're in the mood for some hand to hand combat.

CRIME NAME	DISPATCH CALL
Shooting At Local Club	Crime Patrol come in. Code 10 52—dispute in a nearby club rapidly escalating. Shots fired. Over.

Another interior mission involving weapons. Slow time when you go in to avoid getting a hail of automatic weapons fire in the chest.

CRIME NAME	DISPATCH CALL
Assault on DJ For Playing Bad Music	Code 10 34—a local DJ assaulted by patrons over his choice of music. Available units, please respond.

Poor DJ. Rescue him from the clearly unappreciative audience by cracking some heads.

CRIME NAME	DISPATCH CALL
Tip: Contraband Hidden in Club	Code 10 10. Tip received of the presence of illegal contraband in local nightclub. Search warrant issued.

Similar to the waiter poisoning, this time you need to look around for evidence in the club instead of on the patrons. You can of course, dispose of this evidence in an illicit manner later.

CRIME NAME	DISPATCH CALL
Club Security In Need of Backup	Attention units. We have 10 34. Bouncer at local club in need of assistance. Victim is reportedly overcome by a drunken mob. Over.

A regular club brawl, except you get a bouncer to help you out, making it a bit easier.

CRIME NAME	DISPATCH CALL
Hostage Situation at Bank	Dispatch to patrol. 10 34 at a bank. We have a disgruntled employee holding the bank manager hostage. Exercise caution!

Another hostage situation, this time inside a bank. Watch out for the other customers while you're dealing with the perp.

CRIME NAME	DISPATCH CALL
Assault on Financial Consultant	Code 10 34 at a bank in vicinity. A distraught client assaulting a bank officer over foreclosed property. Over.

A simple single perp takedown inside a random bank.

CRIME NAME	DISPATCH CALL
Disturbance at Eatery	We have 10 34 at a fast food restaurant. Reporting a physical confrontation between patrons fighting for a place in line. Over.

Another melee brawl, this time in a fast food joint instead of a restaurant. Grab a burger while you're visiting.

CRIME NAME	DISPATCH CALL
Violent Vegetarian Vandals	Units come in. Code 10 34 in progress—militant vegans vandalizing local vegetarian restaurant for serving meat.

These Violent Vegans aren't particularly gutsy, fire a warning shot and they'll usually surrender.

CRIME NAME	DISPATCH CALL
Disgruntled, Gun-Wielding Employee	Code 10-10. A distressed spouse reports husband is en route to office with a loaded firearm. Reasonable suspicion to apprehend.

You need to track down this guy on the streets in his vehicle and stop him en route. Disable his vehicle, then take him down when he tries to escape.

CRIME NAME	DISPATCH CALL
Bomb Threat	Attention units. Code 10 33—bomb threat received at a local business offices. Property cleared for search. Over.

The business office may vary slightly, but you can quickly identify which room its in—look for a screaming, fleeing worker in front of the correct room. Head inside, locate the large shining bomb and disarm it by approaching and pressing the Action button.

CRIME NAME	DISPATCH CALL
Rock Band Wrecking Hotel	Calling units in vicinity. Hotel in area reporting 10 50—music band vandalizing suite. Over.

One too many drinks and probably more than a few drugs. Watch out for the girls they have with them, then break up the vandals with some physical force.

CRIME NAME	DISPATCH CALL
Store Vandals	Police units, come in. We have a 10 50 in progress—youths vandalizing a local store. Over.

Much like the vegetarians, just some punk kids. A warning shot is usually sufficient to scare them into surrendering.

CRIME NAME	DISPATCH CALL
Officer In Need of Backup vs. Robbers in Store	Attention all units. 10 13, officer requesting assistance with 10-20, armed robbery suspects held at gunpoint at local mart. Proceed to location.

Help your fellow officer out by quickly neutralizing the robbers in the store with carefully aimed shots.

CRIME NAME	DISPATCH CALL
Pharmacy Hold-Up In Progress	Attention units in area. Code 10 30 in progress. Local pharmacy being held up by an armed suspect, demanding prescription drugs.

The single perp inside is usually at the back of the pharmacy by the drug counter. Hit him from a distance before he can react to your arrival.

CRIME NAME	DISPATCH CALL
Obsessed Fan Holding Dancer Hostage	Code 10 34. Emotionally unstable suspect holding dancer hostage at local strip club, demanding she marry him.

Watch out for the dancers and customers when you take out the perp holding the girl hostage.

Tiered Random Crimes

Tiered missions are phoned in by Dixon. These also repeat, but your current progression through a tiered set of crimes in one of these mission strings is saved. Once you complete one, Dixon calls in another. You can have a few going at the same time as well. The final missions in these are handy for acquiring a large amount of evidence to get a big boost in Career points or cash.

When you get the Intro call from Dixon, crimes from the first tier start appearing in your vicinity. Solve the crimes from the first tier to move on to the second, which gives you a different call from Dixon, and another set of crimes to clear out. In order to progress to the next tier, you must arrest key perps who are identified by a triangle appearing over their heads.

The final mission takes place in a larger indoor area, littered with evidence. Take out the perps (neutralizing shots are the safest method), then search the area to recover the evidence and cash it in for a reward.

DRUG CRIMES

DRUGS TIER 1	
CRIME	DISPATCH CALL
Drug-Related Death	Attention available units. Code 10-29. Subject found dead in residence, drug overdose suspected.
Drug Addicts in Area	Attention units. We got a 10-50—a drug user loitering in the area. Over.
Drugged Driver	Attention patrol. We have 10-53. Suspected drug user sighted entering vehicle, exhibiting reckless driving.
Drug-Related Assault	Calling units in area. Code 10-34. Assault on civilian by suspected drug addicts in progress. Over.
Drug-Related Assault	Patrol units, come in. Possible 10-34. Drug-related disturbance reported in nearby residence.

DRUGS TIER 2	
CRIME	DISPATCH CALL
Drug Dealing Activity	Available units, come in. We got a 10-39. Drug transaction reported in the area. Over.
Drug-Related Fight	Units come in. Code 10-34. A confrontation between rival drug dealers reported. Exercise caution—suspects are likely armed. Over.
Drug-Related Shooting	Code 10-10. Repeat, code 10-10. Shots fired. Suspected drug dealers engaged in shootout on street. Over and out.
Drug-Related Car Chase	Available units. We got 10-50—suspected drug traffickers engaged in vehicle assault, with shots fired. Innocents are in harms way.

DRUGS TIER 3	
CRIME	DISPATCH CALL
Drug Den	Attention units. 10-10 complainant reports a drug den in vicinity, supplying narcotics local dealers. Transaction currently in progress. Over.
Drug Trafficking Suspect	Attention vehicle patrol. A suspected drug dealer reported cruising in vicinity. Suspect is wanted for questioning. Probable cause for arrest. Over.

DRUGS TIER 4	
CRIME	DISPATCH CALL
Suspected Drug Lab	Units come in. Homegrown drug lab reported nearby. Complainant reports chemical fumes. Exercise caution - do not discharge firearm. Repeat, do NOT fire.

DRUGS TIER 5	
CRIME	DISPATCH CALL
Major Drug Operation	Calling all units. We got information on narcotics stash house located in vicinity. Wanted drug kingpin and accomplices are likely present at the scene. Exercise maximum caution! Over.

THEFT CRIMES

THEFT TIER 1	
CRIME	DISPATCH CALL
Theft-Related Vehicle	Attention units. Code 10 32. Vehicle involved in the distribution of stolen items has been reported driving in your vicinity. Over.

THEFT TIER 2	
CRIME	**DISPATCH CALL**
Pick-Pocket in Area	Calling all units. Code 10-20 reported. Pick-pockets active in the area—be on lookout for suspicious persons. Over.
Burglar Alarm	Available units come in. Silent burglar alarm tripped at nearby residence. Please investigate. Over.
Suspected Burglar	Attention units in vicinity. Code 10-20. Recent break-in reported. Suspects believed to be on-foot in your area.

THEFT TIER 3	
CRIME	**DISPATCH CALL**
Suspected Mugger in Area	Dispatch to patrol. Code 10 10. Mugging suspect reported seen in you area. Approach with caution. Over.

THEFT TIER 4	
CRIME	**DISPATCH CALL**
Bank Heist	Dispatch calling 10 10. Be on the lookout for am armed heist crew, reported operating in the area. Over.
Robbery in Progress	Patrol come in. Alarm tripped at local business. Armed robbery in progress. Over.
Home Invasion Robbery in Progress	Attention all units. We have another 10-10. High alert silent alarm tripped in private residence. Home invasion robbery suspected.

THEFT TIER 5	
CRIME	**DISPATCH CALL**
Cache of Stolen goods	Attention city patrol. Investigation indicates the existence of a stolen goods stash in your area. Be advised.

CAR THEFT CRIMES

CAR THEFT TIER 1	
CRIME	**DISPATCH CALL**
Car Thief in Area	Available units. Code 10-16 reported. Be on the lookout for suspected car thief active in vicinity. Over.
Stolen Vehicle	Units come in. Code 10 10. Grand theft auto in progress. Vehicle has locator device installed. Over.

CAR THEFT TIER 2	
CRIME	**DISPATCH CALL**
Stolen Vehicle Delivery	Dispatch to patrol: Code 10 32. Tip received of a stolen car delivery to to take place in your vicinity.
Vehicle Linked to Chop Shop Operation	Calling mobile units. Vehicle connected with a car theft ring reported driving in your area, active APB. Over.

CAR THEFT TIER 3	
CRIME	**DISPATCH CALL**
Car Jacker in Area	Attention units. Code 10-16. Armed carjacking suspect spotted in your vicinity. Over.
Car Jacker Fleeing with Stolen Vehicle	Attention mobile units. We have another 10 16—car theft suspect fleeing in a high-priced stolen vehicle. Suspect may be armed. Over.

CAR THEFT TIER 4	
CRIME	**DISPATCH CALL**
Vehicle Heist	Dispatch to patrol. Grand Theft Auto perpetrators involved in a multi-vehicle heist, attempting a getaway. Crew is armed and dangerous.

CAR THEFT TIER 5	
CRIME	**DISPATCH CALL**
Chop Shop Operation	Attention units in area. Investigation has uncovered an illegal automotive chopshop in your area. Proceed with caution.

SLAVERY CRIMES

SLAVERY TIER 1	
CRIME	**DISPATCH CALL**
Suspected Prostitutes	Patrol come in. Code 10 10, complaints received of prostitutes loitering in the area, harassing civilians. Over.
Prostitution-Related Disturbance	Attention all units. We have 10 50—a number of prostitutes engaged in a territorial dispute. Over.
Prostitiution-Related Shooting	Units come in. An altercation between local prostitutes reported. We have shots fired. Repeat, shots fired.
Prostitution-Related Indecency	Dispatch to crime patrol. Complaints of indecent exposure, prostitution activity perpetrated in plain sight. Over.

SLAVERY TIER 2	
CRIME	**DISPATCH CALL**
Suspected Pimp in Area	Attention mobile units. Notorious pimp spotted in vicinity, warrant outstanding on assault charges. Suspect is in-vehicle and may be armed—exercise caution. Over.
Suspected Pimp Assaulting Prostitute	Patrol come in. We have 10 52—complainant reports a pimp assaulting women in the area. Over.
Assault On Pimp By Angry Prostitutes	Dispatch to street crime, come in. We have 10-34. Local pimp assaulted by prostitutes, requesting police assistance.
Rampaging Pimp	Attention units. Reporting 10 34 in progress. An armed pimp is in pursuit of fraternity boys who brutalized one of his girls. Over.

SLAVERY TIER 3	
CRIME	**DISPATCH CALL**
Sweat Shop in Area	Dispatch calling patrol. Tip received of a location housing immigrants laboring under illegal conditions. Facilities most likely linked to human trafficking ring. Over.

SLAVERY TIER 4	
CRIME	**DISPATCH CALL**
Suspected Human Trafficking Vehicle	Units come in. 10 22. Vehicle suspected to be linked to human trafficking sighted in the area. Be advised. Over.
Human Trafficking Suspect	Attention vehicle patrol. Abduction reported in vicinity. Suspected vehicle may be connected with recent human trafficking activities. Over.

SLAVERY TIER 5	
CRIME	**DISPATCH CALL**
Major Human Trafficking Hub	Attention all units. Investigation uncovered hideout of suspected human traffickers in vicinity. Innocents are believed to be held within by armed suspects—exercise caution. Over.

GANG CRIMES

GANG TIER 1	
CRIME	**DISPATCH CALL**
Gang-Related Disturbance	Attention units: Code 10 34. Reports of rival gangs engaged in altercation. Approach with caution.
Drive-By Shooting Suspect	Code 10-10. Tip received of a planned drive-by gang shooting to be executed in vicinity. Over.
Drive-By Shooting Suspect	Attention. We have a possible 10-34. Gang conducting a drive-by shooting. Suspect likely on a motorcycle. Over.

GANG TIER 2	
CRIME	**DISPATCH CALL**
Gang Members Extorting Clerk	Attention units. Code 10 10—local store owner reporting extortion by local gang. Complainant believes suspect will return. Over.
Wilding Gang Assaulting Officer	Attention all units. Contact lost with officer confronting a wilding gang. Requesting assistance. Over.

GANG TIER 3	
CRIME	**DISPATCH CALL**
Officer Requesting Backup	Code 10 13. Backup required for rookie patrol officer being accosted by gang members in vicinity. Over.
Shots Fired. Officer Requesting Backup	All units. Gang activity, heavy gunfire reported. Officer in trouble, another officer down. Over.
Police Chase Requesting Backup	Attention code 10 13. Assistance requested by officer in pursuit of armed gang suspects in-vehicle. Over.

GANG TIER 4	
CRIME	**DISPATCH CALL**
Major Gang-Related Weapons Sale	Attention units. Tip received of gang members engaged in illegal weapons sale taking place at industrial location nearby. Be advised.
Illegal Arms Dealer	Calling all units. Reputed international arms dealer spotted in the area, warrant outstanding. Subject is likely heavily armed and considered dangerous. Over.

GANG TIER 5	
CRIME	**DISPATCH CALL**
Full-Scale Gang War	Attention all units. 10-66 in progress. Suspected gang members engaged in violent face-off involving military-grade weapons. Exercise maximum caution.

FRAUD CRIMES

FRAUD TIER 1	
CRIME	**DISPATCH CALL**
Cheating Street Gambler	Attention units. Code 10 39—illegal gambling activity reported in area. Over.
Assault on Street Gambler	Dispatch to patrol. We have a 10-10—possible fight breaking out between a street gambling hustler and his victim.
Street Gambler Taken Hostage	Units come in. We have reports of 3 Card Monty operator held hostage by a civilian cheated out of his money. Over.

FRAUD TIER 2	
CRIME	**DISPATCH CALL**
Counterfeit Money Circulator	10-39 in progress. Recently released white collar perpetrators have been ID'ed passing off counterfeit bills to legitimate businesses.
Con Artists Fleeing On-Foot	Attention all units. Currency fraud suspect identified in your area, fleeing on-foot. Suspect may be armed and dangerous. Over.
Con Artists Fleeing In-Car	Patrol come in. We have a counterfeiting suspect fleeing in large truck, attempting a getaway. Vehicle is driving in erratic patterns through traffic. Over.

FRAUD TIER 3	
CRIME	**DISPATCH CALL**
Fraudulent Business in Area	Attention street crime patrol. A fraudulent business has been uncovered in the area. Search warrant has been issued—proceed with caution.
Money Laundering Operation	All units. Code 10-10—possible money laundering operation in vicinity. Investigate with caution. Over.
Embezzling Suspect in Area	Dispatch to patrol. We have a tip that corporate embezzling suspects are meeting at nearby offices. Arrest warrants outstanding. Be advised.
Embezzling Suspect Fleeing In-Vehicle	Attention all units. 10-88. Formerly charged embezzling suspects fleeing in-vehicle. Over.
Fraud-Related Arson Activity	Units come in. Possible arson planned in the area for the sake of insurance fraud.

FRAUD TIER 4	
CRIME	**DISPATCH CALL**
Counterfeit Money Cache	Dispatch to patrol. Reports received of a counterfeit money supply stash in vicinity. Location is likely guarded by armed subjects. Be advised. Over.
Counterfeit Money Transport	Attention all units. Tip received of an armored truck swapping cargo for counterfeit money en route to major bank. Voluntary involvement of truck personnel suspected.

FRAUD TIER 5	
CRIME	**DISPATCH CALL**
Counterfeit Money Lab	Attention all available units. A major counterfeiting lab has been positively identified in your area. Be advised, suspects are believed to be heavily armed. Expect resistance. Over

Location Crimes

Certain crimes are one time only, these occur at specific locations around the city. Once you solve them, they won't reappear. Watch out for Puff Doggy…

CRIME NAME	LOCATION
"Celebrity Couple Linked to Shooting"	Times Square, within a few blocks of the central Police Precinct.
"Riot Over Limited-Edition Attire"	Broadway and Spring St. in front of the Puma store.
"Locate Victim By Ringtone"	Warehouse near coast by South St. and Whitehall St.
"Disoriented Mobster"	Park Avenue and E. 89th St
"University Riot"	W. 116th and Amsterdam Avenue
"Theater Overbooking Riot"	Near S. End Avenue and State Highway 9A
"Burglary at Art Museum"	Museum near Whitehall St. and Bowling Green
"Hostage Situation at Government Building"	Government building by Centre St. and Reade St
"Terrorist Threat in Lincoln Tunnel"	Inside the Lincoln Tunnel
"Foreign Minister In Trouble"	At the United Nations HQ, United Nations Pl

STREETS OF

NEW YORK

INTRODUCTION

VENGEANCE

Marcus doesn't begin the game as a Detective. He doesn't even begin in the PDNY. He starts out on a mission of vengeance. His father, a criminal himself, has been in jail for many years now, and Marcus has been left in control of his criminal empire. Marcus has been sold out by a friend, and sets out to kill the man responsible. This isn't an honorable fight, it's a blood hunt.

SPOILER WARNING!

It should go without saying, but be careful flipping through this chapter if you don't want to ruin the story. You should be particularly careful about avoiding the ending missions, as they completely ruin the surprise.

The game opens in a room with several targets around. Marcus is armed with twin .45 SMGs, so put them to use and dispatch the thugs in the room. Press the target lock button to quickly acquire a target to shoot, then press the fire button to unload. Tap the reload button to reload both weapons near-instantly as needed. Clean up the room and walk down the hall, watching the area to the left.

Another pair of thugs is just around the corner. Shoot them both, then turn and head up the stairs, killing the guard atop the steps. At the top of the steps, turn right and proceed down the hallway. There's another pack of goons in the room at the end of the hallway. Smash open the doors and gun down everyone inside. Once the room is clear, move over to the window and climb through (press the Action button when near the window). Grab the health pack near the window if you need it.

Once outside on the fire escape, approach the ladder and tap the Action button again to use the ladder and slide down. Once on the ground, head up the alley. To get through the torn fence, press the Crouch button and squeeze through the small opening. On the other side, stay alert for more thugs up ahead.

Round the corner in the alley and watch the fire escape to the right. There's an armed guard up there waiting. Shoot him down, then watch the end of the alley, several more thugs are hiding out behind cover. Mow them down and continue down the alley.

At the end of the alley, a car attached to an explosive gas tank on the trailer hitch presents a prime target. Wait for the thugs to foolishly take cover behind the vehicle, then blast the gas canister to cause a devastating explosion.

After clearing the alley, hurry around the corner to the left, near the explosion's remnants. Head down the steps into the basement of the building directly ahead. A health pack is waiting on the wall in case any health has been lost. Pick it up, then cautiously approach the bend in the tunnel to the left. Several more guards are waiting there, standing near several water heaters. The choices here are to go in guns blazing, or use the wall as cover and take them out one by one.

Once all of the thugs are done, a cutscene triggers automatically. Marcus confronts the man who sold him out and ruthlessly guns him down.

Believe it or not, this is where Marcus' career in the PDNY begins. A man named Terry appears after the dust settles. He's a New York cop, and an old friend of Marcus and his father. He agrees to cover up the bloodbath, but only if Marcus agrees to clean up his act. As becomes apparent shortly, Marcus does more than that, he joins the force! The next mission begins five years later, with Marcus taking his training tests to become a Detective.

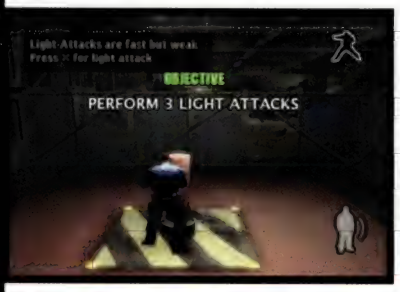
PRECINCT DETECTIVE TEST

INTRODUCTION
MAGDALENA CARTEL
SHADOW TONG
PRESIDENT'S CLUB
PALERMO MOB

After the action-packed intro, you may be groaning at the tutorial slanted nature of the tests that follow, but play along, the info learned here is important to your survival and success as a Detective on the streets.

Melee Skills

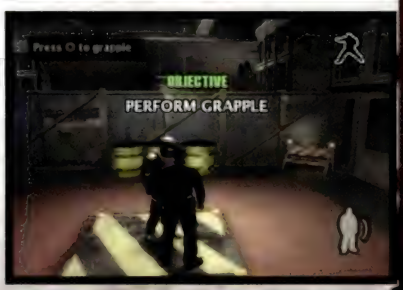
To begin, walk forward to the dummy ahead of you and press the Weak attack button to strike down the dummy. Once that dummy is out of the way, enter the next room and knock down the dummy inside using a Strong attack.



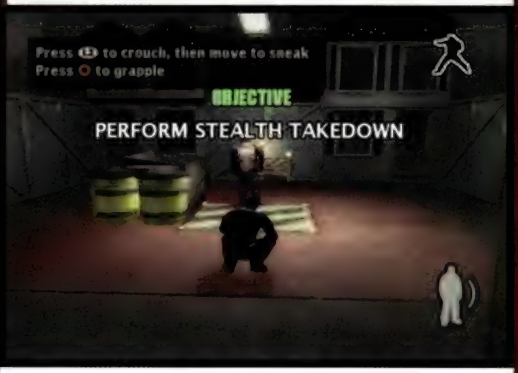
Move into the next room and use a Radial attack to knock out the dummy. Next up, a directional strike. Target the dummy in the next room with the target lock button and press towards it on the controller before pushing Weak or Strong to destroy it.

Approach the dummy on the ground and press Weak or Strong attack to kick it. You can also strike grounded foes with melee weapons. Follow the hall into the next area and climb up the fence by approaching it and pressing the Action button. It's possible to climb many smaller fences out in the city, as well as small obstructions, and onto the tops of crates and other solid objects.

Move into the next room and experiment with Grapples on the willing police trainer in the room. Use Grapple to grab the target, then Weak or Strong to take him down, or Grapple again to shove him away. When targets are grappled, you can also slam them into objects in the area. Drag them over to a likely target (a bookshelf, sink, or even a stove), and press Weak to smack them into the obstacle. Be careful, some objects can result in a kill, resulting in Bad Cop points.



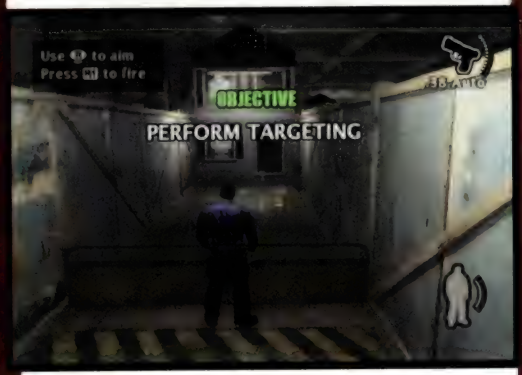
Move into the next room and hit the Crouch button. Sneak up on the police target and Grapple him. Once targets are seized from a stealth position, you can take them down in a non-lethal manner with Grapple again, or use Weak or Strong for a lethal takedown.



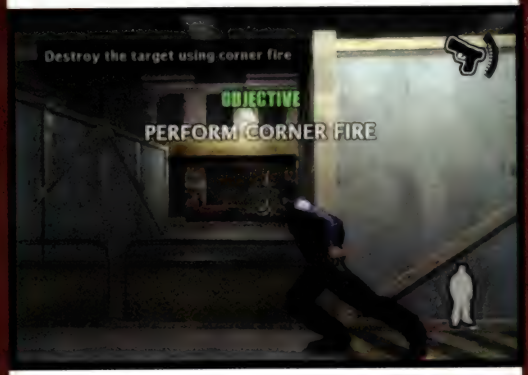
Enter the next room and hold the Block button. Let the police opponent strike your guard three times to clear this test, then continue. In the next room, the last part of the melee tests is a free brawl against three police targets. Take them down using the lessons learned here. Once all three are knocked out, leave the area via the glowing green door at the end of the hall nearby.

Handling Guns

Next up, shooting skills. Approach the caution strip and barrier ahead, then select the pistol by pressing up on the directional pad. Once selected, take out the targets that pop up in the house ahead. You can manually target them, or press the target lock key to instantly lock on and fire. If Marcus runs out of ammo and tries to fire, he automatically reloads. You can initiate a manual reload by pressing the Reload button.



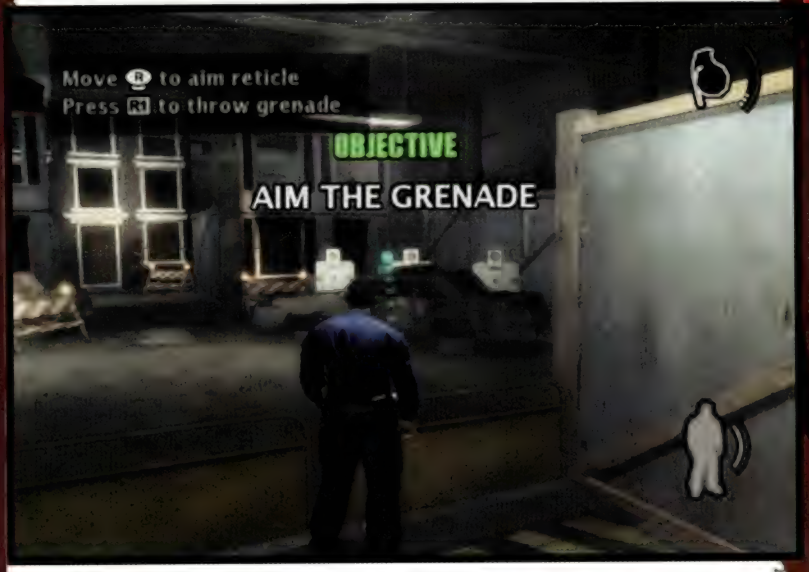
After the first challenge is completed, move up to the next caution strip by the wall and hug the wall by approaching it and press the Crouch button while pushed up against the wall. Hugging the wall lets Marcus slide over to the edge, peek around the corner, and fire at the targets in the house ahead while staying under cover. Destroy the targets to continue.



The next obstacle is a brief one. A short barrier blocks the path. Rather than climbing over it, move towards it and double tap the Jump button to perform a gun dive (this only works while Marcus holds a gun in his hand).

Move up to the next caution strip and press the Action button to pick up the grenades on the ground. An aiming arc appears, use it to target the two cars in the room ahead, and toss the grenades to destroy the targets behind the cars.

Continue down the hall to begin the Precision Aim test. Hit the Precision Aim button to enter an over-the-shoulder camera view as Marcus carefully sights with his weapon. You can use Precision Aim to perform lethal or non-lethal takedowns on subjects. Target the arms of the target dummies to do a non-lethal takedown, or the head for a lethal killshot. Against human targets, you can also aim at the legs for a non-lethal takedown.



Precision Aim also has the important function of slowing down time for a few seconds, giving you time to line up for a lethal or non lethal shot safely. After purchasing the Slo-Mo Gun Dive from the Armory at rank 4, Gun Dives also possess this slowdown feature, but they don't permit non-lethal shots.

Now you get some freedom to shoot down the next batch of targets. Continue down the hall and destroy the targets using the skills learned here. Once you're finished with the targets, go through the glowing green door to enter the last phase of tests.

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Driving

Vehicle control is an important part of your education. Enter the vehicle by approaching it and pressing the Action button. Once inside, start driving down the length of the course by pressing the Accelerate button (same as Weak attack when on foot).

First up, you must make a handbrake turn. Approach the corner and hit the Handbrake button while turning. Be gentle with the turn, or you may cause the car to spin out.

Next, turn on the sirens by hitting the Flash Badge button. Sirens are extremely important for navigating the crowded New York streets at high speed. All vehicles on the road get out of the way as best they are able, allowing you to cruise at high speed down otherwise crowded thoroughfares.

Now it's time to practice shooting from inside the vehicle. Drive past the targets on the side of the road ahead and press the Target lock button to target the dummies, then press Fire to destroy them. You can also enter Precision Aim mode while in a vehicle (extremely useful for shooting out tires to make arrests, or destroying the gas tank for a lethal kill of vehicle inhabitants). Shooting from the vehicle also provides cover, as perps must shoot the vehicle before they can injure Marcus.

Next up is an important vehicle skill. The PIT Maneuver (short for Precision Immobilization Technique) is performed by smacking the left or right rear corner of a speeding vehicle with the front bumper. The easiest way to do this is to nearly match speeds with the fleeing vehicle while beside it, then steer into the vehicle. Properly executed, the target car is sent into an uncontrollable spin, giving sufficient time to shoot out the tires, block its escape route, or hop out and pull out the perps from their ride.

After practicing the PIT technique, the next lesson is an important one. Avoiding pedestrians is extremely important, as hitting and killing pedestrians gives you a big Bad Cop hit (10 points), and none of the monetary benefits usually associated with Bad Cop actions. Not only that, killing pedestrians (or worse, cops, for a 20 point hit), raises your Rogue Meter.

Raise it high enough, and police units are dispatched to hunt down Marcus and bring him in as a public menace. Being caught on a rampage in the streets leads to a demotion to beat cop, with no access to the garage of vehicles or street clothes. Should Marcus be busted in this way, you must make three arrests to return him to Dixon's good graces.

Finally, brake the car to a stop to complete the driving lessons. Congratulations! You are now a certified Detective in the PDNY. There's still much to learn however...

LOCKER & GARAGE

You begin your career in the PDNY headquarters in downtown Manhattan. Before you can set out to start busting criminals, you need to pay a visit to your locker to get out of your blues and pick up a disguised ride. Walk over to the elevator and press the Action button to call it, then step inside and select the Garage floor (there is also an Armory in the basement, but you don't have access to it just yet).

Once on the garage floor, step out of the elevator and swing a right around the corner to reach your locker. Use your locker by approaching it and pressing the Action button. Your locker contains all of the plain clothes disguises that you have accumulated. At the beginning of the game, you only have the Street Flack outfit. You can pick up more at various clothing stores around town. Change clothes, then walk over to the clerk at the counter.

The garage clerk provides access to special police vehicles, and any civilian vehicles purchased with your own money. Police vehicles are restricted by your detective rank, and at Rank 5, you only have access to one free beginning car, and the option to purchase another not-too-spectacular Rank 5 vehicle. Your early free car does have one significant advantage however, it comes with sirens, which are very useful for navigating traffic.

On top of that, any vehicle acquired from the garage stores all of the weapons you have acquired in the game (either purchased from the Police Armory or at weapon shops around town), and you can replenish ammo for extra guns by checking the trunk, or swapping weapons.

Have the clerk pull up your free ride, then go out the doors to the left and hop in. Drive out of the garage to get started.

NAVIGATING TRAFFIC

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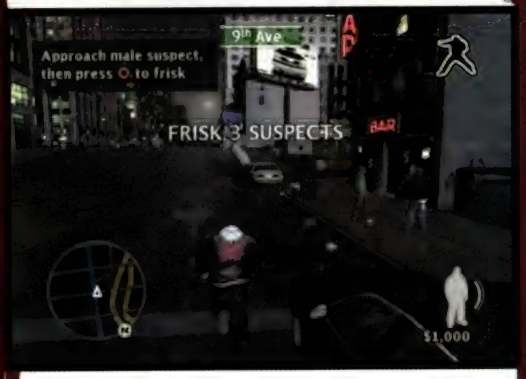
Once outside the garage, Terry hops in to offer his congratulations. He has a few quick tests before you can run off into the city. First he wants to race to a local biker bar, and reach it in three minutes or less. You start out on 7th Avenue, pick up some speed then make a right turn down a side street to hit 9th Avenue, following the green marker on the GPS.

Turn on the sirens and race down 9th. After arriving at the bar, hop out of the vehicle. Next, Terry wants to see some suspects frisked.

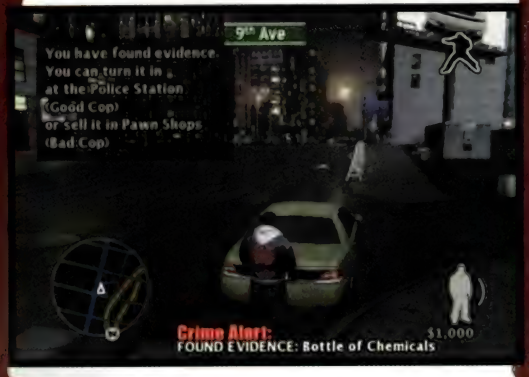
STREET TEST

Approach the three men standing on the sidewalk and press the Grapple button when near them to frisk them. Be careful about not running when you hit Grapple, or Marcus dives and tackles the poor guy. After finding nothing on the first two, expect to uncover some contraband on the third suspect. Hit Grapple again to put the cuffs on him.



Next up is a vehicular search. Walk over to the nearby car trunk that is flashing and press the Action button to search it. Inside is a nice stash of contraband.

Terry mentions that some cops sometimes sell off such evidence at city pawn shops. You can do so, at the cost of earning more Bad Cop points for every piece of evidence sold. Otherwise, evidence is normally turned in at Police HQ (or at Police booths around town) in exchange for career points, which awards both pay and potential promotions to higher Detective ranks (very useful).



A brawl in front of the bar breaks out, and Terry wants it to end. Approach the fighting suspects and flash the badge. This isn't quite enough, so equip a pistol and hit the Badge button again to fire a warning shot. That scares them enough to put their hands up and surrender. To cuff a surrendered suspect, walk over and hit the Grapple button to automatically arrest them.

This works fine until the second to last suspect. While he's being cuffed, the last brawler decides to make a break for it. He hops in a nearby vehicle and drives off. Get out in the middle of the street and commandeer a passing vehicle. Flash your badge at a car as it approaches to convince the citizen to surrender his or her vehicle. Hop in the car and drive off. The fleeing perp shows up as a red dot on the GPS, allowing you to easily track his escape route. For the purposes of this early tutorial, he doesn't run far or fast, but you can expect that later fleeing criminals won't be so slow.

This goon isn't much of an escape artist, he manages to crash his getaway vehicle into a tree. Drive near the fleeing perp, then hop out and chase him down. Dive and tackle him with the Grapple button while running. You may need to smack him around a bit to get him to surrender, but once he's subdued, arrest him to finish this impromptu training session.

TERRY'S AGENDA

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After that little diversion, it's time to meet Marcus' father, Isiah Reed. Marcus doesn't get along too well with his criminal father, but Terry obviously knows him well. During the conversation, Terry gets a phone call and cuts short the meeting.

Terry must reach his destination quickly. You only have 1:30 on the clock, but his destination isn't far. Drive down Centre Street, watching the GPS to track the green target arrow. Make a right turn to get over on to Mulberry, then continue to the intersection of Mulberry and Spring. Pull into the flashing green target zone to drop off Terry.

Terry hops out to get to his meeting, warning Marcus to stay in the car and come in guns blazing if he's gone for too long. This is where things go very, very wrong. Terry heads into the building and Marcus is left waiting. A few seconds later, the building explodes, knocking out Marcus.

Terry is gone, and now Marcus is really on his own. When you regain control, the city is now open, and there's plenty of work to be done. Your training is over, and the real game begins.

BIG CASES

The heart of the game's story is revealed through four Big Case missions. These missions become accessible shortly after the introductory missions are completed. After spending a little time roaming the city solving crimes, an FBI agent named Gabriel phones Marcus, and asks for a meeting at a location just east of central park (it shows up on the GPS as a green mission marker). Visit the parking garage, and Marcus has a conversation with this mysterious friend.

The agent reveals that someone in the OCU (the crime unit Marcus was to join before Terry died) is likely a mole, and a traitor to the force. Who precisely this is, Agent Gabriel doesn't know, but he thinks Marcus can find out. To do so, he wants help investigating four of the largest criminal syndicates in the city.

Initially, he provides information about the Magdalena Cartel—you must start with this case file. However, after you have completed the Magdalena missions, you are given free rein to choose your own Big Case file from the remaining three. From then on, each time you complete one of the files, you can pick the next one.

MISSION DIFFICULTY

While it is a subtle effect, the difficulty of the game gradually increases as you complete Big Case missions. Enemies are more heavily armed, and where you might have run into enemies with pistols early in the game, later in the game they're armed with assault rifles. Each Big Case mission that you complete contributes to this difficulty increase.

However, your own power should be increasing as fast or faster, particularly if you spend some time around town between big case missions. Once you hit rank 1 Detective and get a good stock of cars, weapons, and moves from the Dojos, you can handle anything the game throws at you.

It is strongly recommended that you spend some time roaming Manhattan, raising your Detective Rank, and earning a good cash reserve before diving into the Big Case files. There's nothing stopping you from plunging in head first and blitzing through the storyline if you want, but because of the overall increase in game difficulty, as well as the various challenges thrown at you, the path to the endgame is much smoother if you are well prepared.

The Magdalena Cartel isn't excessively difficult though, so if you at least want to check out the first Big Case, it won't hurt anything. Just don't hesitate to stop and solve random city crimes between missions while roaming the city.

Before you finish tackling the main game, consider the following a good baseline set of gear and skills: First rank Detective with all attendant gun and driving skills. All Police vehicles, and the bulk of the Police weapons. All four Martial Art style slots filled, as well as all of the Martial Art skills (at least improved Radial Attack, Get-Up Attack, and Counter).

Finally, though it is discussed in Detective Training, it bears repeating here: the only impact of playing as a good or bad cop is the ending of the story. The final mission is decided by your good cop/bad cop balance. Also, because you can still potentially have quite a bit of the game left to finish even once you complete the last mission (you're still free to roam Manhattan), you can play as a good guy to get the good ending quickly, then go on a rampage just for fun afterwards with no negative effects.

MAGDALENA CARTEL

The Magdalena Cartel is a drug dealing syndicate that controls over 75% of the drug trafficking around town. Unfortunately, Gabriel doesn't know who the actual leader of the syndicate is, but he can direct you to someone who might know. A woman named Mother Teresa, a local city benefactress is the initial contact for the first Big Case mission. Impressing her sets Marcus on his way to rooting out the leader behind the curtain.

As your first Big Case mission, the Magdalena Cartel isn't too difficult, and it gives you a chance to experiment with the variety of missions that are thrown at you later in the game. Take your time working through this file. Don't hesitate to go roaming between missions to solve random crimes, earn more cash, raise your Detective rank, and fill out your Martial Art skills and styles.

TERESA'S DARE

Take a taxi, or drive up to the northern part of Manhattan to reach the first Big Case mission.

Once you arrive, Marcus stops Teresa briefly to speak with her. She refuses to talk unless Marcus is willing to help clean up the neighborhood—permanently. She wants to wipe out some drug dealers who are dealing in plain sight across the street, as well as their friends back in the alley at the drug den. Marcus agrees, and the first mission begins across the street.

OBJECTIVE: Find the Drug Den and get rid of all the dealers

STREETWISE: As your first mission, you have a choice of doing this the quick and dirty way (indiscriminately gun down everyone), or the more careful way (neutralize everyone and arrest them). You won't be penalized for taking out armed thugs, and as everyone in this mission is packing heat, feel free to cut loose with your own firepower. If you're having trouble taking out everyone, use Precision Aim to neutralize them.

LOCATION: W 138th and Lenox, Uptown

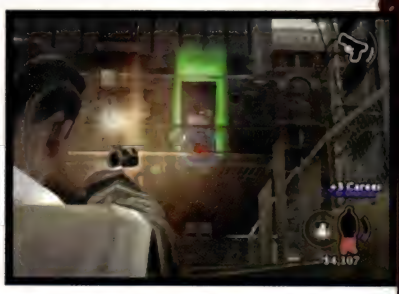
Cleaning up the Streets

The mission starts with Marcus facing an armed drug dealer. From here to the mission end, you must decide how you're going to deal with the armed dealers. You can simply lock on and gun them down, and you won't earn any bad cop points for doing so. It is definitely the easier method. Alternatively, if you're fishing for good cop points, you can use this opportunity to start practicing your neutralizing shots, something you are going to need even if you plan on being a bad cop for some missions and crimes.

Whatever you decide, take down the first goon, and go around his left into the alley. Two more dealers are waiting there. Take them out, then step forward cautiously into the alleyway. There's another guard up on a balcony to the left. After taking him down, approach the gates ahead. They should open as Marcus approaches, revealing another pair of thugs. Gun down both and enter the loading dock area behind the gates.

After stepping into the loading dock, three more gun toting guards show up on the dock itself. Gun down all of them, then hop up on the dock. There's another thug hiding behind the van parked at the dock. Shoot him and walk around the van to the right.

There are several more guards here, including a few up on a balcony on the building wall. Once they're taken care of, the door up on the side of the building begins to flash green. This is your cue to enter the drug den and finish cleaning up this place. Go up the ladder to reach the door and head inside.



Inside the Drug Den

Be prepared for what's inside—there's a pack of angry drug dealers and they don't appreciate Marcus busting in on their little lab operation. Seek cover behind the wall to the right, then lean out and shoot them down. Staying out in the open and attempting neutralizing shots simply isn't safe here.

Much of the lab is either explosive or flammable. Take some potshots at the equipment in the room to cause some devastating explosions. These explosions should help clear the room of the thugs.

Once the action calms down a bit, clean out the room of any remaining suspects, then search for evidence to score some extra career points (if you're being a proper good guy officer) or some more cash (if you're just going to pawn it off).

Return to the pleased Mother Teresa and she mentions that one of the syndicate's drug runners makes a cash drop from a motorcycle run down in the projects, in the lower East Village. Head down there to begin the next mission.

FREE ROAMING

Remember that between almost all Big Case missions, you are free to roam about the city as much as you want. Only a few missions force you into another mission immediately. Most of the time, you can go looking for trouble elsewhere, clean up the city, earn money, buy new goodies, or otherwise get into trouble. Whenever you want to get back on the trail of the big crime syndicates, just check the map for the big green blip and hail a taxi to reach it quickly.

THE MESSENGER

A straightforward rundown, Marcus spots the deliveryman where Teresa indicated he'd be, and grabs a nearby bike to chase him down.

All you need to do to complete the mission is chase down the deliveryman and stop him. You can accomplish this by ramming him and stopping his ride, getting him into a traffic accident, shooting out his tires using Precision Aim while on the bike, or just shooting at him enough to scare him off his ride.

OBJECTIVE: Stop the fleeing messenger on his motorcycle and interrogate him

STREETWISE: This is likely your first time encountering a motorcycle to ride, unless you've been cruising around the city a fair amount. The handling is significantly different than any of the vehicles you can drive (you can even pop a wheelie by pulling back on the analog stick). To really showcase your skills, press forward on the analog stick while moving to perform an endo. Be careful around other vehicles, it is very easy to get knocked off the bike by skimming another vehicle, which can cost you in the chase.

LOCATION: Avenue D & 5th Street, East Village

Be careful not to kill the messenger, you need him alive to get his info. Use the GPS to track him if he goes out of visual range. Run him down into traffic or knock him off his bike. Once he's off, he'll make a break for it. Chase him down and tackle him, or go for a neutralizing shot to disable him.

After subduing the messenger, interrogate him (just walk up and hit Grapple after he's been subdued). You need to use the interrogation meter to successfully complete the questioning. Be careful not to let the meter hit either extreme, or you fail the mission (you can just retry if you fail).

Once the messenger spills his guts, you have the location of the safehouse, out in the West Village. Head there when you're ready to start the next mission.

SAFE HOUSE

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OBJECTIVE: Find and interrogate the drug leader at the safe house

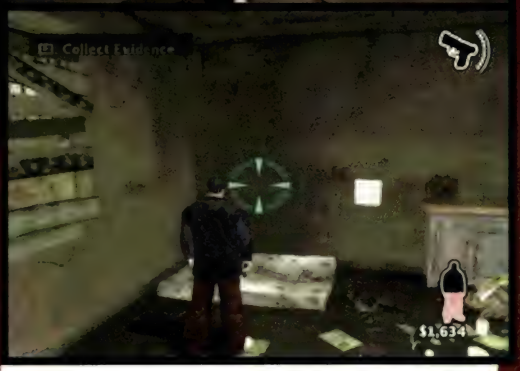
STREETWISE: This is a straightforward assault mission, which means plenty of hostile targets. Unfortunately, there are also some civilians around, so you need to be careful in your choice of weaponry and tactics, unless you don't care about racking up bad cop points. As with most interior missions, take time to search around in each area for evidence, it's worth picking up for the bonus cash.

LOCATION: Midway down Bethune Street, West Village

Marcus makes a dramatic entrance to the safehouse, delivering a smoke bomb via special delivery. When the dust settles, you're left in control, facing a room full of angry drug dealers.

Take down all three from the starting position crouched behind the sofa. Use slow motion gun dives to avoid some hits if you're worried about taking damage. Going into precision aim also slows down things, giving you time to take out the goons without receiving much (if any) damage in return.

The man in charge fled out the back of the room, and that is where you need to go next. Exit the living room through the doorway at the back of the room, and take out the guard who shows up when Marcus goes through it.



The halls take a sharp right turn here. You can see the taunting boss at the end of the hall, but he quickly runs off. One of his thugs comes out in the hall from a room on the right and starts shooting. Take him out, then investigate the room from which he emerged. Inside, pick up the health pack to restore any damage taken so far.

CONTRABAND PRIZES

Many of the indoor Big Case missions have evidence lying about inside. After clearing out a room or an area, look around for any glinting objects. Approach them, and if the Action button triggers, you can pick them up as evidence. You can also use the Action button trigger as a detection method—listen for the distinctive clicking noise when it activates and tap the button. Use this method to find evidence that you haven't even spotted, which is useful during random crime missions that have evidence lying around interiors.

Don't relax when you go after the health as another thug is waiting behind a gaping hole in the cheap walls of these apartments. The support beams can actually be shot out by weapons fire, so don't hesitate to blast him through the gap. Just watch out for innocents if you're playing good cop—there are unarmed, uninvolved women in some of the rooms. If you are not concerned about Good Cop points, target and shoot the explosive canisters in rooms to take out multiple enemies at once.

Before climbing to the second floor, auto target the enemy on the next floor standing on broken floorboards. This means one less enemy to face on the second floor.

Go through the halls to the stairs up to the second floor and ascend. Another guard attacks as soon as Marcus reaches the top, and just beyond him, another goon is waiting through a hole in the wall. Take him out, then check the wall to his left. Several more guards are waiting there. Use the walls here as cover, either hugging them and peeking out to shoot, or simply going in guns blazing and ducking behind the walls for cover.

After this segment is cleared out, check the wall around the corner for another health pack, then clear out the last few hallways here of enemies. Once they're down, check the rooms for more health if you need it, and evidence you haven't grabbed yet. The stairs up are just ahead, go up them to reach the third floor.

Once up the steps, head around the corner to trigger a cutscene with the boss man. He flees through a reinforced door. Some serious firepower is required to take it out. Fortunately, something that fits that description is stashed around the corner. Walk forward and check the hall to the right. Watch out for a hostage-holding goon. Take him out with a careful precision shot, then search the room beside him to find a health pack and an RPG.

Pick up the lethal explosive, fire it at the steel door to blast it open and head into the secured room. There's no trace of the boss in this room—he fled up a ladder at the back. Chase after him, but watch out for the tripwire near floor level in the center of the room. Jump over it, then climb up the ladder to reach the rooftops.

Rooftop Battle

A nasty surprise is waiting up on the roof. The supposed Magdalena boss is hiding behind a sign up on the building nearby, and he's armed with his own RPG. He takes a potshot at Marcus, who dodges out of the way, but it's up to you to dodge the rest of his shots.

You may be tempted to use the cover presented on the rooftop to avoid the RPG fire—don't do so. It's not quite a trap, but the cover simply isn't substantial enough to stand up to the explosives. Instead, stay out in the open and dodge any incoming shots—the rockets travel slow enough to be dodged easily. There's also a health pack on the wall near the back of the roof should any near misses cause damage.

To take care of Rey, the boss, knock down the letters of the sign he's hiding behind. Unload on the letters with any firearm; even a .38 should work, but any higher powered rapid fire weapons acquired along the way work even better. Once every piece of the sign is gone, boss man comes tumbling down for closer "questioning." Walk up and start an interrogation on him. He'll crack and squeal after a bit of thumping.

Unfortunately, what Rey relates isn't good news. Rey is indeed the boss of a drug dealing organization—one that is competing with the Magdalenas for control of the drug traffic. One part of the city's underbelly has been taken care of, but it wasn't the part Marcus was after. Rey knows nothing about Terry's killer. To find out more, visit the Zuma Museum, located on the west side of Central Park.

ZUMA MUSEUM

Slow and Quiet, or Loud and Deadly?

The Zuma Museum is home to more than just some interesting looking artifacts. The basement, where the really interesting goodies are stored, is the final destination. You must find the museum's director, and he went down to the basement.

Sneak around towards the stairs at the back of the museum that lead to the elevator, but watch out for both the security guards, and the security system tripwires. Stepping on one triggers the alarm, blowing any shot at stealth. Similarly, loud noises (non-silenced weaponry for example) alert the guards as well.

OBJECTIVE: Investigate for traces of Magdalena involvement

STREETWISE: This is one of the first missions that could be tackled in a stealthy manner, at least for the first part. Don't worry if the sneaking doesn't work out, running and gunning through the museum should work as well. Sneaking through is worth an attempt as it comes into play during a few other main story missions, as well as some random crime interior missions. Quick takedowns with no retaliation and no alerted enemies can be useful.

LOCATION: Midway down Central West Avenue, beside Central Park

If your cover is blown, expect the security guards to arrive shortly. However, don't stress over this unduly—if you slip up while sneaking around, or trigger a tripwire, just take out the rest of the guards with neutralizing (or lethal) shots to get to the elevator. If you're feeling really mean, use some of the spikes on the display tables in melee combat.

Downstairs

Down in the museum's storage room, the director notices Marcus in pursuit and orders his guards to use lethal force. So much for sneaking. Gun down the guards in the storage area, then search the place for evidence. There's health on the walls should it become necessary. Once the guards are gone, seek out the director and interrogate him.

The director doesn't seem to know much, but he does provide another location to visit: a mental ward located midway between the West Village and Greenwich Village. Once he's spilled his guts, cuff him and head for the exit. Outside, expect an encounter with a potential informant—Freddie the cab driver.

INFORMANTS

Check the chapter called On the Side for full details on the Informant missions, but by now, you've unlocked the first mission for each of your three potential informants. As you complete more Big Case missions, more of the Informant missions are unlocked. You can complete them at any time, and they provide a decent cash boost early in the game. Plus, most of the Informant missions are short, relatively easy, and fun, so don't hesitate to complete them.

ESCAPE CRAZY

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PALERMO MOB

OBJECTIVE: Escape from the Asylum!

STREETWISE: Deprived of your weaponry, you must use melee combat for the bulk of this mission. So long as you've cleaned up a fair amount of street crime between missions, you should be at least reasonably familiar with face to face brawling. Ideally, the full set of martial arts skills should be at your disposal, but you can get out with simple brawling and use of melee weapons even if you don't.

LOCATION: End of West 11th Street, west end of Greenwich Village

The mental ward that the director describes sounds like another routine investigation—right up until the baseball bat greeting at the door. Guess who's present when Marcus comes to? Mother Teresa is apparently also known as Magdalena Rohas. They dump Marcus with the crazies out in the yard and leave him for dead.

The mission opens with Marcus bound in a straightjacket. Mash the Grapple button to break out of the restraints, then take it to the inmates with a vengeance. It's a pretty straightforward brawl, and there are many targets. Concentrate on taking down one at a time, use Radial attacks to knock down opponents who get too close, and smack down on foes who wind up in the dirt.

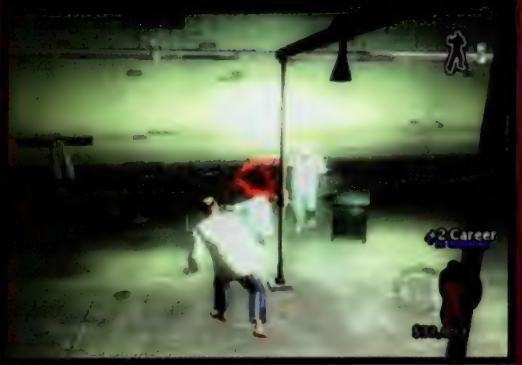
Once you manage to beat down the other inmates in the yard, one of the inmates on the inside appears to have noticed your plight, and he's sympathetic enough to knock out a window. Approach it and climb inside. Check the wall for a health pack, then follow Zeke out of his room. He can help with the escape attempt.

Lead Zeke right down the hall, and beat down the inmates roaming the halls (what are they doing wandering around anyway?). Be careful about opening random doors in the hall, doing so may release more inmates, who will attack immediately.

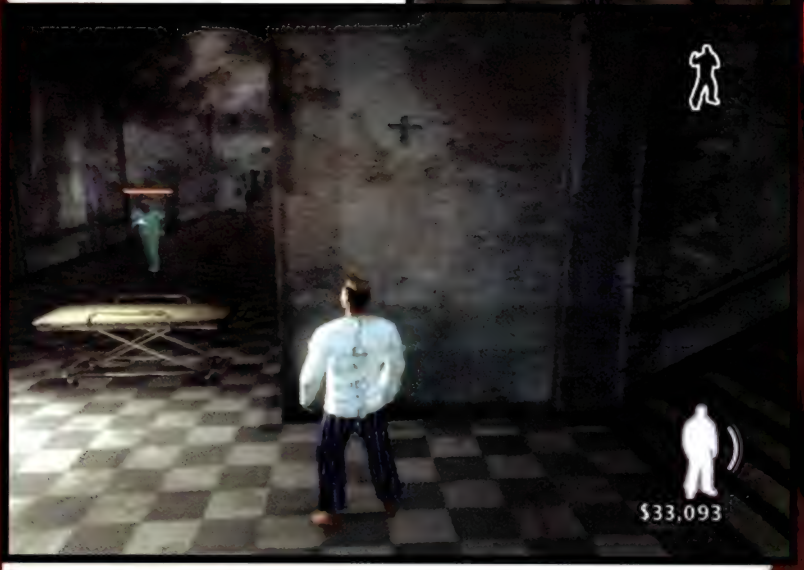
DETECTIVE TRAINING
STREETS OF NEW YORK
ON THE SIDE
MANHATTAN CITY MAP

Head up the steps down the hall and sneak up on the inmate guard. Go into the room beside him and Zeke provides the code to open the security doors outside the room. Once the doors are open, more guards are waiting with stun batons. Unfortunately they don't always drop their weapons, so knock them out, then head for the showers down the hall to the right.

Enter the showers and beat up the four hostile targets inside. As with the yard fight, don't let any extra marks close in, knock them down if they try to interfere with your chosen target.



Head for the security room (down the hall to the left from the exit the shower room), to pick up a health pack. Now head down the other way from the showers (right from the the showers) and go down the steps. There's another inmate on the way, and a guard at the bottom of the steps.



Not far past the guard, another security room awaits. Head inside and beat down the guard, then wait for Zeke to come in and give you the code. Input the code at the terminal to open the door, then head for the exit.

Unfortunately, there's one more obstacle before acheiving freedom: a final guard armed with a beanbag shotgun. Keep him knocked down on the ground to pound him safely. When he gets up, perform a Radial attack to knock him down again, then kick him while he's down. Once he's taken care of, leave the asylum to seek your revenge against "Teresa." She's left for the Opera House downtown.

AFTER TERESA

INTRODUCTION
MAGDALENA CARTEL
SHADOW TONG
PRESIDENT'S CLUB
PALERMO MOB

OBJECTIVE: Race to the Opera House

STREETWISE: Your first timed racing mission since the tutorial levels, this one isn't much more difficult. Hopefully you brought along a speedy vehicle with a Police upgrade for the previous mission, as it is waiting outside when you complete the mental ward. If you didn't, commandeer a nearby vehicle (preferably a police cruiser) and travel downtown to the Opera house.

LOCATION: 7th Avenue and West 43rd Street

You start on West 11th, head north to get on 7th Avenue and drive fast, dodging the incoming traffic. It's a straight shot all the way to the destination at West 43rd Street. Stop and head into the glowing green door at the opera house to reach the final mission.

CRUISING

Most race missions are quick links between two main Big Case missions, though there are a few that are a bit more action packed. Two Big Case missions actually have you shooting out the back at pursuing targets.

BULLET OPERA

OBJECTIVE: Arrest Magdalena

STREETWISE: There's a significant amount of hostile firepower aimed at you in this mission, but it is mostly separated enough to let you take down the guards in small packs. The ending section pits you against an angry Magdalena and her host of impromptu Opera actors up on the stage of a Viking reenactment. They're all fair game for any weaponry you bring along, so don't pull any punches.

LOCATION: 7th Avenue and West 43rd Street

The showdown with Magdalena is at hand. Magdalena is peacefully enjoying her opera, surrounded by a pack of armed guards when Marcus rudely interrupts. Her guards open fire, causing the audience to panic and flee, leaving plenty of targets with no civilians to worry about.

Her guards occupy the hall just outside the booth on the second floor. Hug the wall and peek around to take them out safely.

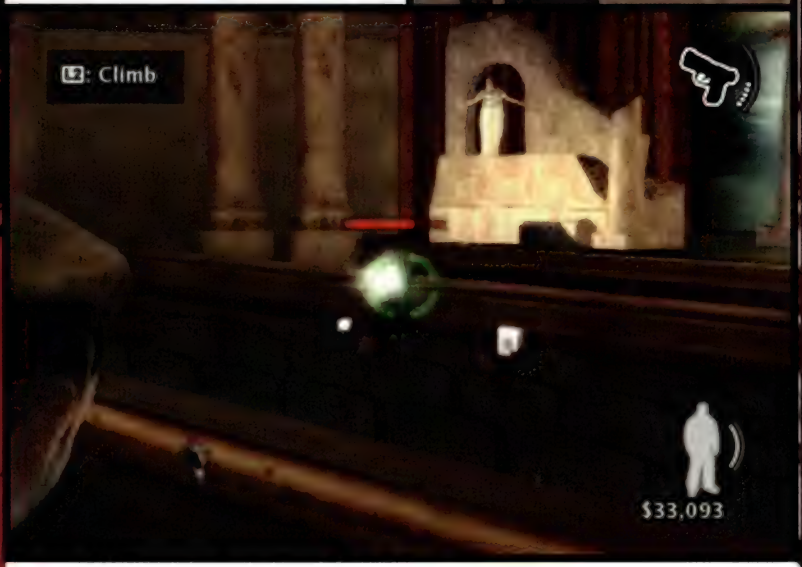
Once the first three guards are down, head down the hall to emerge on the upper balcony. Magdalena is visible at the other end of the balcony, but she spouts off at the mouth and quickly runs off, leaving behind her guards. There are a few guards off to the right in the second floor booths. Take them out now, or they'll cause problems when you get below them later.

FREE AMMO

During indoor missions, you can frequently pick up heavier firepower from downed enemies. This becomes more important later in the game, as the difficulty of the opponents (and their weaponry) increases as you clear out more Big Case missions. Since you are limited to only a few spare clips of ammo for extra weapons that you bring along, it is worthwhile to pick up enemy weapons if you're going for straightforward shooting to clear out the missions. Most enemies are armed during missions, meaning even if you're playing good cop, you can still shoot them down without worrying about your moral scale.

Head into the hall and take a left, chasing after Magdalena. Before the stairs down to the first floor ahead, a dead end hall to the left contains a health pack. Pick it up, then walk out on to the landing at the top of the steps. You can shoot down at the guards below in the lobby in relative safety.

There's another health pack on the wall down in the lobby if it's needed. Once the room is cleared out, head to the front of the lobby and into the main audience gallery in front of the stage. There are more guards here, hiding in the chairs. Take out all of them and head for the stage.



Singing Dirty

When you get close to the stage, a dropped Rotary Cannon awaits your pleasure. Pick up that bad boy, but save it. The stage starts going through the motions of a play, but instead of actors, armed goons are the set pieces. Gun down all of them, and Magdalena finally emerges in a mighty Viking dragon boat.

The ship can be blasted apart piece by piece, and if you've saved the Rotary Cannon, you can inflict some serious damage on it rapidly. There is also a single health pack at the front of the stage, should damage from the flames or the guards take their toll. Keep blasting away at the ship until it falls to pieces.

Once the ship is blasted apart, Magdalena is knocked out, and Marcus arrests her on the spot. She doesn't have much info about the mole in OCU, but she does confirm that there is a mole. You must track down other leaders of the three remaining crime syndicates to get more information. Pick whichever of the three sounds most interesting to you. The Palermo Mob deals with some money laundering and a stuck up upper class thug. Shadow Tong involves the machinations of a ruthless Asian gangster, and the President's Club is a seedy drug distributors network at war with the Yakuza.

SHADOW TONG

The Chinatown Tong was originally run by a man known as Uncle Benny. Running a counterfeit goods organization, he was a troublemaker, but not nearly as bad as his replacement. A few years ago, he vanished, and his stepson Leeland Shen took over the business. Not only has he sealed up his organization to the point that getting inside has been impossible for police forces, he's also brought back sweatshops for goods manufacturing.

To get into the organization, Gabriel provides a useful tip. Leeland's stepsister Vivian has recently disappeared, but Gabriel knows where she's hiding. Apparently she went goth, and is hanging out at a local "vampire" club. He provides the location, now all you must do is recover Vivian and bring her back to her (hopefully grateful) stepbrother.

The Shadow Tong missions are more difficult than the Magdalena Cartel missions, even if chosen early in the game. They also involve plenty of melee combat, so it is important that you get a full selection of melee skills and styles from the Dojos around town before you start this Big Case file.

A BAD CROWD

When Marcus busts into the club, he finds Vivian closing herself into a coffin in the middle of the club. Yeah, she's freaky. Unfortunately, she also doesn't want to go home, and her boyfriend takes offense at Marcus barging in. He sends in his "vampire" buddies to deal with Marcus in a room filled with coffins that are nonlethal environmental hazards.

There's a large pack of thugs to deal with. First there are several opponents up close and you have no access to a pistol. You must fight this in hand-to-hand. Around the edges of the room are several more goons, all of whom are throwing things into the melee.

OBJECTIVE: Get Vivian out of the Goth club, by any means necessary

STREETWISE: This is a serious melee mission, with a large number of thugs coming after you. It really helps to have the Karate Dojo's catch thrown weapon skill, as the thugs love to throw whatever is handy.

LOCATION: Madison and Market Street

If you earned the Karate weapon catch skill, try to grab the weapons as they are thrown. If they hit, Marcus winds up stunned for a few seconds, which damages him slightly and gives the thugs time to beat on him. Try going straight for the punks throwing weapons, they're significantly weaker than the other goons fighting in close.

After dealing with the first wave of punks, three more come in through the doors at the end of the room, all wielding melee weapons. They'll likely throw them as soon as they enter, so be prepared to catch their weapons, then turn them around and beat them down. If you miss the catches, just get up close and knock down each quickly to deprive them of their weaponry.

Once the three new thugs are down, the goth leader decides he wants to join the fray, and comes down to fight himself. He's a firebreather, literally, carrying around a flaming torch and happy to attempt roasting you by breathing flames. If health is needed at this point, check near the exit doors, there's a health pack on the wall.

Try to get close enough to bait him into breathing fire, then run around and knock him down from the side. Once he's on the ground, hit him where it hurts—repeatedly. When he gets up again, back off to avoid the flames and repeat the process until he goes down. With the leader knocked out, Vivian finally agrees to come along peacefully, and Marcus leaves the club with Vivian in tow.

HOMEWARD BOUND

OBJECTIVE: Get Vivian back to the Shen residence safely

STREETWISE: This mission is similar to a destination race, with the notable difference that you aren't driving. Instead, you're armed with infinite ammo for your gun, and you must deal with the angry goth gang members chasing your vehicle.

LOCATION: On the streets en route to the Shen residence in Chinatown

When Marcus and Vivian leave the club, the goth punks come out angry and packing heat. Not a good combination. Marcus' ride also seems to be missing, which means you must grab the closest available vehicle to getaway, and that turns out to be a limo. Marcus orders Vivian to drive home, while he gets up in the open roof to shoot at the pursuers.

Once you're in control, you're given a free 360 degree view of the surroundings. Watch for pursuers—they come on bikes and in cars, and sometimes in packs of both. There's no need for finesse here, they're trying to ram you, shoot you, and get you off the road (and probably dead) any way they can, so don't try to be fancy with your shooting.

Blow apart their vehicles with your gun. Unload until they're showing visible flames, then switch to a new target, as the flaming mark should detonate a few seconds later. When packs of cars come after you, try to aim for the front-most vehicle. If you can cause it to explode in front of another car, you may be able to stuff up more than one at a time. If any motorcycles get in front of the limo, they become extremely dangerous because the use Molotov cocktails. Take them out as quickly as possible.

When the action abates for a moment and you don't hear any pursuers, scan the streets around for new targets. If you're looking the wrong way when they attack, listen to home in on their position to open fire again.

Watch out for a last minute assault from several police vehicles that sniffed out the trouble, along with the rest of the goth goons. Keep the punks away from the vehicle long enough, and Vivian drives back safely to the Shen residence.

NO REST FOR THE WEARY

There's no break between the previous mission, this one, and the next. Health is restored, and you can always retry them if you fail, so you should be able to get through them without too much trouble.

INTRODUCTION
MAGDALENA CARTEL
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HARD SELL

OBJECTIVE: Deliver three "packages" to local merchants. Extort them all to force them to accept the packages.

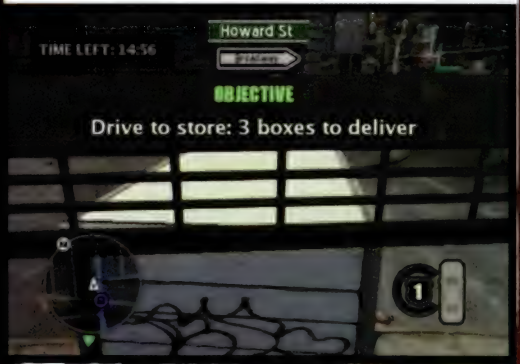
STREETWISE: It helps to have the driving skills during this mission, as the van you're forced to drive around is quite slow. Be careful if you picked up the two-wheels maneuver though, flipping the van results in mission failure.

LOCATION: Broadway & Howard, south Little Italy

Returning Vivian to her (not so loving) brother does turn out to be the ticket into his good graces. At least partly. He wants Marcus to go meet one of his men, Lin, and do some extortion dirty work for him as a test of loyalty.

Lin agrees to let Marcus in on a job. He provides a truck full of souvenirs, and he wants them delivered to three local merchants—with a price increase. Marcus hops in the truck automatically, now you just need to get to the stores and drop off the goods.

There's a 15 minute time limit on this mission, and the truck is pretty slow. Be careful in traffic, you don't want to get tipped over while driving the unwieldy van. If you have the Nitro skill, it'll help you get to your destinations quickly. Drive up the street to reach Church & Park Pl. to drop off the first load of goods. Hop out of the van and head into the store to say hello to the first vendor.



Inside, extort the first clerk until he agrees to accept the shipment, then go back outside and hop in the van again. Travel south along Church street to approach the next destination, located at Maiden Ln and Nassau St. Again, hop out and go into the store to extort the clerk. With that finished, return to the van and start driving to the final destination.

OH, AND A NEW SUIT WITH THAT

You can actually buy new clothes from the store clerks before (or after!) you extort them.

Get on William Street to the east and head north. The last store visitation is located a good distance north and a bit to the east at Catherine and Henry. One last time, head into the shop, extort the store owner, then return to the van. Now all that's left is to reach Lin's souvenir factory with the van intact to complete the mission.

Back on Broadway and Howard, far off to the northwest, it's a trek back to the shop. Just drive safely, and you should arrive in one piece. Drive the van into the green beacon to finish the job.

WORKSHOP RUMBLE

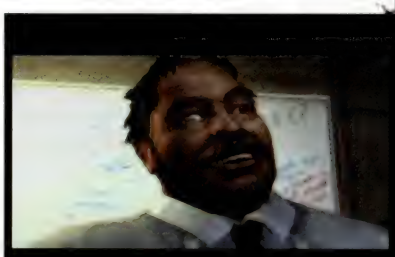
INTRODUCTION
MAGDALENA CARTEL
SHADOW TONG
PRESIDENT'S CLUB
PALERMO MOB

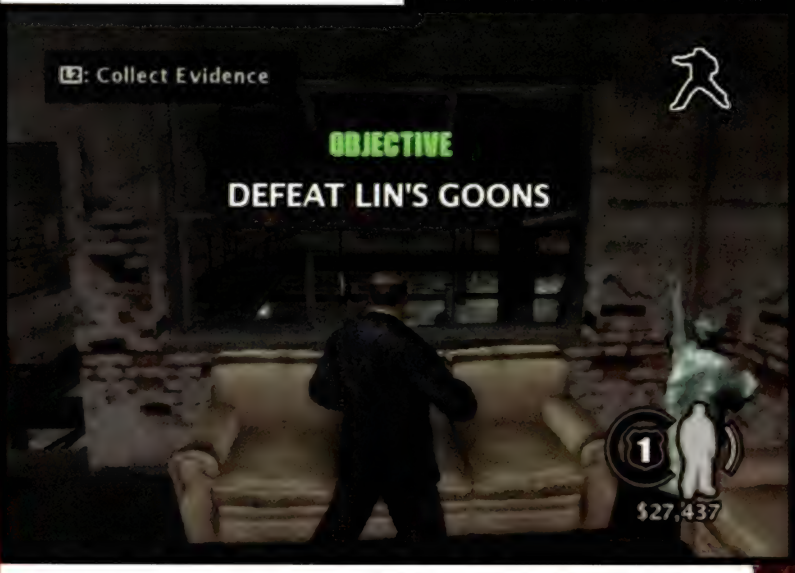
OBJECTIVE: Catch the fleeing Lin and interrogate him for more information

STREETWISE: Once again you are deprived of your ranged weapons, making this another brawling mission. Get-up attack and the upgraded Radial attack are both useful, as is the counter move. You can get by without, but they make getting through the mission easier.

LOCATION: Inside Lin's workshop at Broadway & Howard

When Marcus makes the delivery, he hopes Lin will be pleased enough with his work to get farther into the organization. Unfortunately, Leeland has been poking around into Marcus' cover story, which was a bit flimsy. Lin gets the order to execute Marcus. Marcus manages to turn the tables on the thug holding a gun to his head, but Lin makes a run for it, which is where you take over.



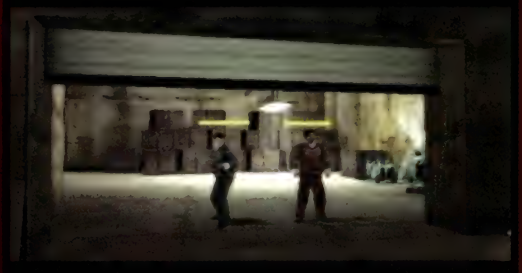


Lin flees down into the depths of his shop, and from the shouting coming from outside the office you're in, it's apparent that plenty of other thugs know where you are. Head out of the office, where you emerge on a series of spiraling catwalks that lead to the shop floor below. There are thugs on each level that try to make your descent difficult, but as they come at you one at a time on a narrow walkway, you can beat them down without much trouble. Knock them down with a Radial attack and kick them until they're unconscious. At the bottom of the catwalk is a Mold Pess environmental hazard.

BRUTAL

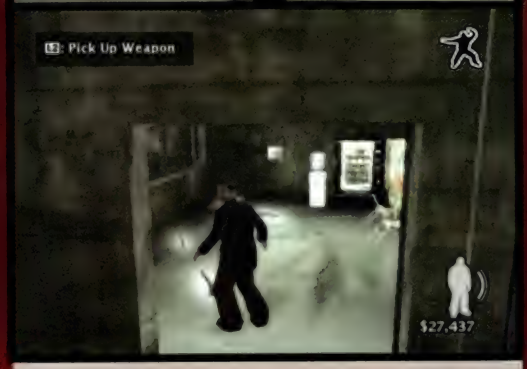
If you don't mind earning a few bad cop points, grapple the thugs on the catwalks, then hit Weak or Strong for a takedown. Instead of being knocked out, the thugs are tossed into the vat of molten plastic hanging below. Ouch.

When you get down to the shop, three goons attack at once. These guys are a bit more dangerous, try to knock down at least one before you turn to engage another. Use the tables in the room as weapons if you grapple the goons and pull them close to the tables, then smash their faces into the tabletops.



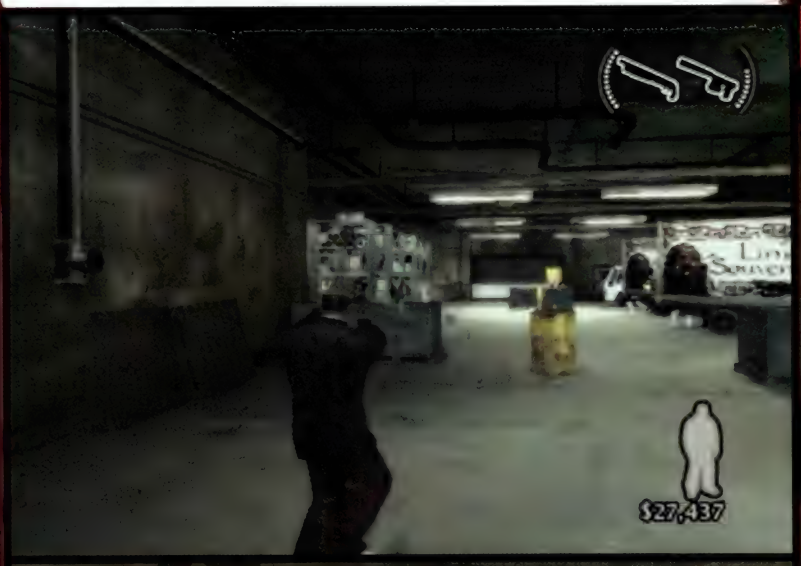
Once the first three jokers are dealt with, another pair comes through a door in the back. If you're hurting at this point, check the walls of the room for a health pack before you engage. Beat down the twins, and go through the exit they kindly opened.

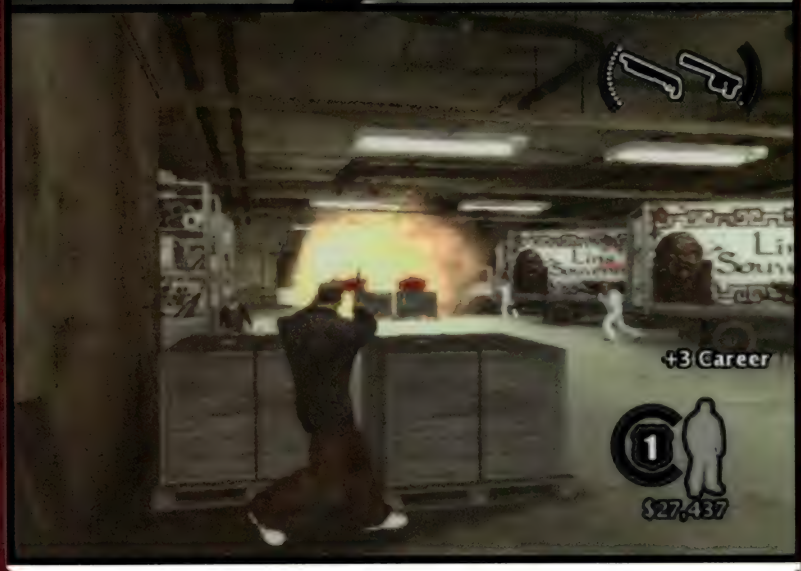
The next room is a mess, Lin's guards are now packing heat, and you have nothing. Don't stand out in the open, hug the wall just to the left of the door you came through. Just across the open ground ahead is a room containing just what you need: firepower. Dash and dive across the intervening space to make it into the room safely. Inside are several guns on the ground, and a health pack on the wall.



Load up on weaponry and head out into the firefight. Appropriately equipped, you can now easily take out the guards firing at you from the garage ahead. Take them down using the explosives at the back of the garage to good effect against the pack of goons standing near them. Once the guards are all eliminated, say hello to Lin—he's hiding behind one of his vans in the back right of the room.

Interrogate Lin, and he'll crack and give you some details on Leeland's human smuggling operation. He knows there are regular shipments to a pier down at the harbor, which is the next destination.





HUMAN CARGO

INTRODUCTION
MAGDALENA CARTEL
SHADOW TONG
PRESIDENT'S CLUB
PALERMO MOB

OBJECTIVE: Investigate Leeland's human smuggling operation at the docks and interrogate Jing, the man in charge

STREETWISE: A lengthy pursuit of the goon Leeland left in charge results in you chasing him through a huge cargo ship stocked with shipping crates. He flees up to the upper levels, and this means you must chase him up there. Be careful while on the upper floors, falling can easily be your death, and as you have to jump across a few moving crates to navigate the upper floors, caution is well advised.

LOCATION: Hudson River, off Bloomfield Street and Highway 9a, West Village

When Marcus arrives, he's being "escorted" by a few thugs who were guarding the ship. This works to get Marcus in range of the man in charge, but the boss man freaks out and flees when Marcus knocks down the thugs holding him. Of course, this means a lengthy pursuit after him.

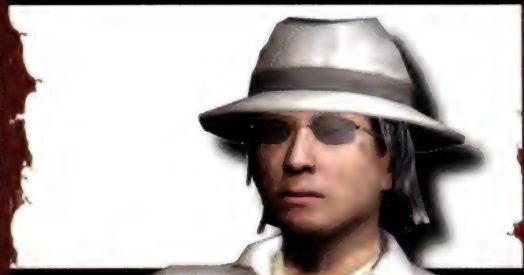
With the ladder up to the second level withdrawn by Jing, his three goons remaining on the bottom floor attack you. One is armed with a baseball bat. Disarm him first to use his bat against the other two for a quick victory over the three thugs.

Once they're defeated, another goon drops down farther back in the hold. Pay attention to the spot from which he dropped down, that's where you need to climb up once you knock him out. Beat him down to clear the path, then climb up the crates to reach the second level. Walk over to the closed door to the right, then tap the Action button repeatedly on the sealed door wheel to spin it enough to open the door.

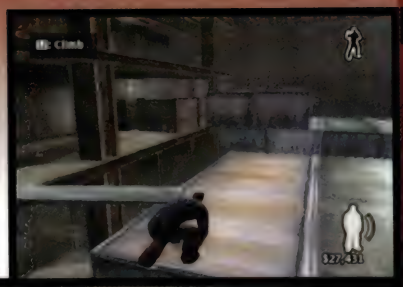
Up Through The Ship

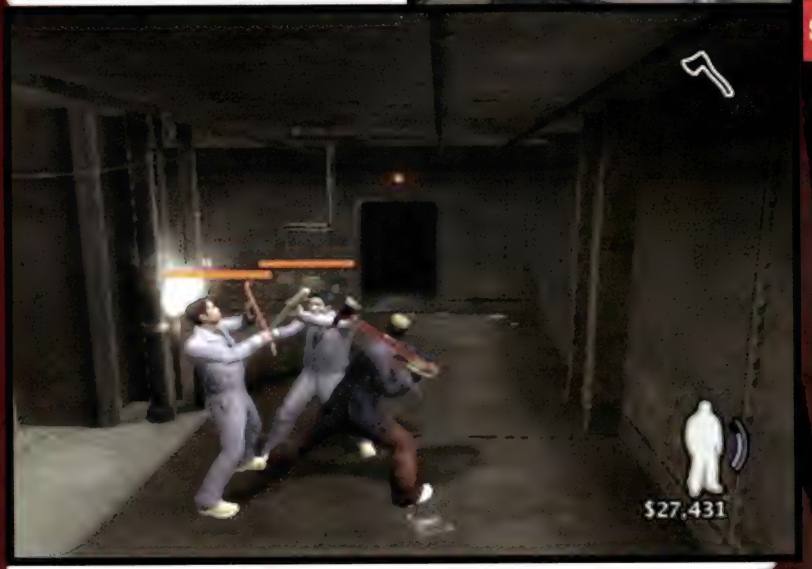
Just past the door hatch, another goon attacks, this one is armed with a weapon. Knock him out, then walk forward and use the control panel on the wall to move the crane holding a shipping crate closer to the edge near where you're standing. Jump out onto the crate, then across to the next part of the second floor. Jing is just up ahead, but when you chase him, he climbs up a ladder and retracts it.

No problem—look to the right, there's another set of crates stacked high enough to reach the third floor, and conveniently, a health pack resting on the crates as well. Climb up, then chase after Jing again. There's a Fire Ax in a wall mounted container. If you bust it open, you can use the ax against the goons ahead. Keep in mind it is a lethal weapon, so you earn bad cop points for using it. He runs off again, leaving two thugs in his wake. Beat them down, then keep moving after Jing. There's another closed hatch with a spinning wheel to use just up ahead. Twist it open and continue the chase.

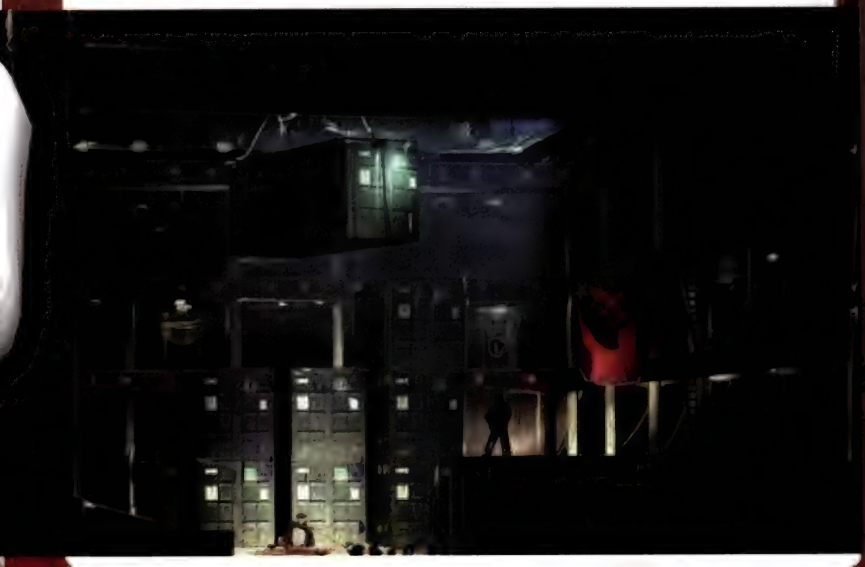


Jing climbs up to the fourth floor, but there's another control panel beside him. Activate it to move the crate over to get past the wall in front of you, and carefully jump across. Just ahead is a ladder that leads to the fourth floor, guarded by a single thug. Climb up and you should spot a health pack on the wall up ahead. Watch out for three unarmed thugs coming from behind. Deal with them first if your health is still high.





You should know the drill by now—run along this floor until you hit another hatch, flip it open, then run up to the control panel ahead. Activate the panel to move another crate over, then jump across to the next ledge. Run forward until you spot more guards near a health pack. Knock them all out, then move up to another hatch. Open it up, but be prepared for three more weapon armed guards on the other side.

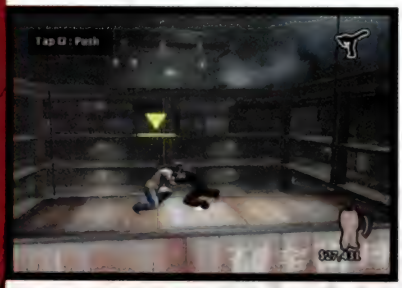


With the guards dealt with, you should have reached one end of the ship's hold. To one side is a set of crates stacked up high enough and wide enough that you can cross over to the other side of the hold. Jump down, then run across the crates and climb up on the other side. Two more guards emerge to attempt to stop you. Knock out both of them and continue along the ledge.

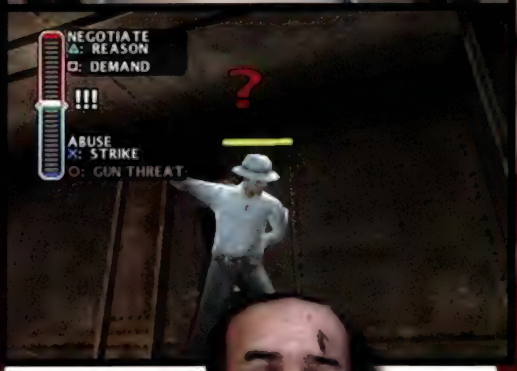
Precarious Perch

Run along the ledge to reach the last control panel, and activate it to move the shipping crate up beside you. You can see Jing on the opposite side of the ship, but wait until the crate is very close to the edge before jumping onto it. Once you do, the crate starts to move across the gap. It's not going to be that easy though, Jing's bodyguard Tommy shows up on the crate, and now you're in a life or death struggle floating high above the bottom of the ship below.

To defeat Tommy, mash the Weak and Strong attack buttons, but only at the right times. Watch the on-screen prompts to hit the correct button. Push Tommy hard enough, and he'll teeter precariously on the edge of the crate. Tap Grapple to send him off the edge. Once Tommy is defeated, move in on Jing. Wait for the crate to finish its journey across the ship's hold, then jump off.



You're probably quite fed up with Jing by this point. Take it out on him by interrogating him until he gives up Leeland's hideout—his real hideout. Once Jing talks, this mission is complete. Head for the nearby exit to leave the ship. You have an appointment with Leeland.



THE RAT RACE

Head into the Heritage House to track down Leeland. He's in the middle of a meeting with some punks, a meeting that breaks up quickly with Marcus' appearance. Leeland flees through a secret door at the back of the room, and Marcus sets off in pursuit.

If you're getting annoyed with fleeing enemies, don't let your temper get the better of you for this mission. You must control Marcus' movements carefully to avoid an unpleasant fall. The tunnel that Leeland fled into slopes gently downhill and emerges in the some abandoned part of the sewer system, high above a drop into darkness below.

OBJECTIVE: Track down Leeland Shen

STREETWISE: Chasing down Leeland is one of the trickier indoor segments in the game. You must walk across some truly precarious ledges, and slipping can result in instant death. A steady hand is required during this mission to track down Leeland when he flees through his private hideout.

LOCATION: Canal and Centre street, western Chinatown

When you come out on the ledge above the chasm, take out the guards in the distance taking pot shots at you. Head down the ledge to the left. When you come down to another platform, watch for a thug up to the left across the chasm. Shoot him, then carefully walk across the pipe leading across the chasm. After reaching the other side, climb up to the ledge where you just shot the thug.

Up on the ledge, look across the next gap to spot another pair of gun-wielding goons. Take out both, then approach the zipline at the edge of the ledge. Hit the Action button to utilize it. The zipline leads down to a lower ledge, near another pipe across the chasm. Watch out for the guards on the other side of the pipe. Take out the guards, then tiptoe across the pipe to the other side.

When you reach the opposite side, climb up the nearby ladder to the right. Carefully walk around the narrow edge to reach another platform on the other side, guarded by another pair of goons. Shoot them both, then grab the health pack on the wall near another ladder going up. Climb up the ladder to reach the ledge above.

Up on the ledge, another zipline presents itself, but before using this line, shoot the two guards on the ledge below. Once they're down, hop on and slide down. The landing zone is home to another zipline, and again, two more guards below, at the zipline destination. Shoot them both, then use the zipline.

The route leads down to a ladder this time. Look behind where you landed to find the ladder down to a thin ledge below. Be careful going down, you don't want to come off the ladder and walk right off the edge. Once at the bottom, carefully move across a pipe to the other side of the chasm and climb up to the ledge.

There are more guards up ahead, near the exit deeper into the sewers. Shoot them all before continuing. Once they're down, be careful—you must make a leap across a gap in the ground, there's no easy shortcut. Don't slip! Once across, head up into the sewer pipe to finish the level.

SESAME

INTRODUCTION
MAGDALENA CARTEL
SHADOW TONG
PRESIDENT'S CLUB
PALERMO MOB

OBJECTIVE: Arrest Leeland

STREETWISE: This multipart brawl against Leeland is lengthy, and there are a few spots where you can fall to your death as well. It is important that you have a good selection of martial arts moves in this mission, as the fight against Leeland is fairly tough, and you don't have access to any weapons at all. You can beat him with just the basic moves if necessary, but it'll be harder.

LOCATION: Somewhere under the New York streets

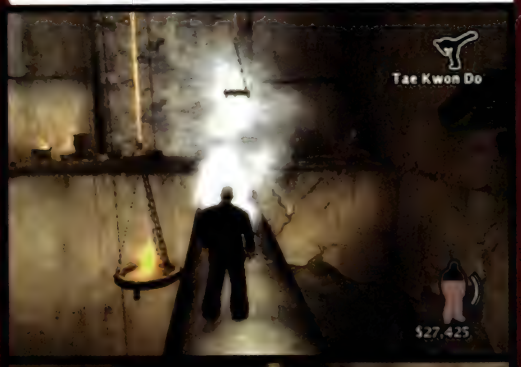
When the mission begins, it appears that Leeland was waiting for Marcus, as he grabbed him upon entering the tunnel at the end of Rat Race. Marcus is tied securely to a stone tablet, while Leeland gloats about killing Benny Tong. Marcus would probably meet his end here, but fortunately Vivian knows about this secret hideout as well, and she shows up just in time to free him.

Once free of the shackles, the fight against Leeland begins in earnest. He wields a kwan dao, and you have nothing but fists and feet to fight him. On the upside, it isn't necessary to defeat him completely here—deal enough damage, and Leeland flees. In order to inflict that damage without getting sliced up, you must knock him down, then hit him on the ground. Be careful, he knows the getup attack. Use Radial attacks to knock him down, kick him, and retreat.

If you suffer too much damage during the fight, check behind the other stone tablets in the room, there's a health pack behind one. Keep the pressure on Leeland, and once he's had enough, he runs. Leeland catches a rope and takes the easy way up to a ledge above the ground level. You get to go up the slow and dangerous way—by climbing the rock wall.

Hazardous Journey

As you climb up the wall, Leeland starts tossing down crates. Move left or right several feet to avoid them, then continue climbing. Once you get close to the lip, Leeland runs again. Climb up on to the ledge and chase after him, crossing over a pipe across the drop below to reach the ledge on the other side. As an added bonus, steam jets up from holes in the pipe at periodic intervals! Measure your steps carefully, and dart across when the steam clears.



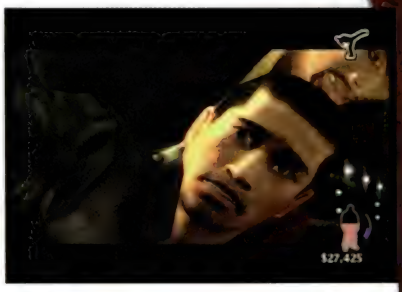
You must repeat this process two more times to reach the top level, and each time, Leeland makes it tougher by tossing crates, and the pipe across the ledges grows longer as the walls get farther apart. Check the ledges for evidence and health packs on the way up, they'll take care of any incidental damage you suffer from falling crates or steam.

Stop Running Already

When you finally reach the last ledge, Leeland runs away again, this time through a hole in the wall that leads into the subway system. Chase after him and go through the hole for a showdown with Leeland. This time, he pulls out a pair of knives. Again, you're stuck without a weapon, but so long as you have your martial art skills, you should be able to beat him down in this fight.

Watch out for passing subway trains, you don't want to suffer a humiliating (and messy) end after climbing all the way up here. Use repeated Radial attacks to keep Leeland off his feet, and kick him where it hurts until he surrenders.

When the fight is over, Marcus interrogates him, but unfortunately, it's pretty clear that Leeland doesn't know who exactly the mole in OCU is either. This case is done with, but the work in the city is not.



HEY, THAT'S NOT WHAT HE SAID!

Depending on the order you do the remaining three Big Case files, the comments by the head of that particular organization differ. As you get closer to finishing, they become more specific, until a solid clue to the identity of Terry's killer is revealed.

PRESIDENT'S CLUB

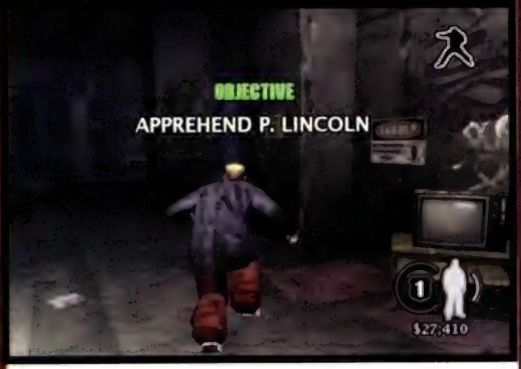
The President's Club is a nasty piece of work, a criminal organization combining even rival gangs to import, manufacture, and distribute a variety of hard drugs on the streets, including a new designer drug called "Pop."

The heads of the organization are each referred to by the name of a different president, with someone known as "Benjamin" leading the whole mess. You must clean them out one at a time until they lead you to the big cheese.

This gets a little complicated when it turns out that "Benjamin" has had dealings with a lovely Asian lady—who is also a local Yakuza leader. Yakuza involvement makes this whole case much messier for everyone involved.

DRUG DEN

Marcus gets into the hideout by posing as a potential buyer. After Marcus knocks out the guard, the floor is yours, so to speak. Here's the deal: there are several guards on the ground floor, who you can sneak up on, or you can do this the quick and dirty way. Since they're spread out, Precision Aim is definitely an option for the guards on the ground floor.



Careful, Quiet

Sneak forward until you spot the first guard on patrol. Go through the shadows on the left side to get close to him and grab him from behind. Dispose of him using whichever method you're favoring at the moment (lethal or not), then continue forward stealthily until you spot a second guard. Again, sneak up and take him out.

OBJECTIVE: Find President Lincoln

STREETWISE: You can use stealth early on in the mission to avoid a few fights, or you can simply blast through the drug den—either method works quite well. By this point in the game, you should be quite well armed, but completing previous Big Case files also increases the danger and difficulty of your opponents. Bring big guns!

LOCATION: Park & East 124th, southeast Harlem

Up ahead is a fence with a small opening on the left that is big enough to crawl through. There's a health pack on the wall to the right, which you may need at this point. There's also a guard located behind the fence. Shoot him through the fence, then crawl through.

On the other side, there is one more guard out in the open that you need to worry about. Take him down, then head around the fence behind him to a doorway. Several more goons should come out from the door. Take them out as a pack using target lock, unless you're in a position to be more precise.

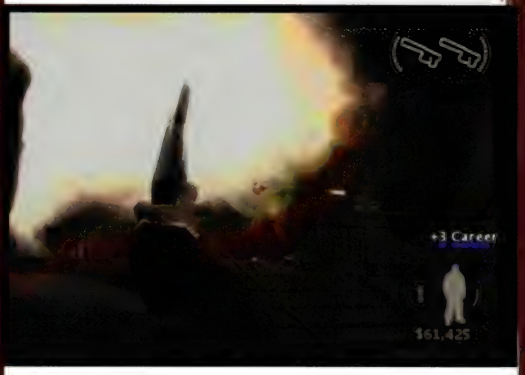
With the ground floor guards dealt with, go through the door from which they emerged to the ladder leading up to the second floor of the drug den. There's a health pack waiting at the top to restore any damage you may have taken fighting the guards downstairs.

Upstairs

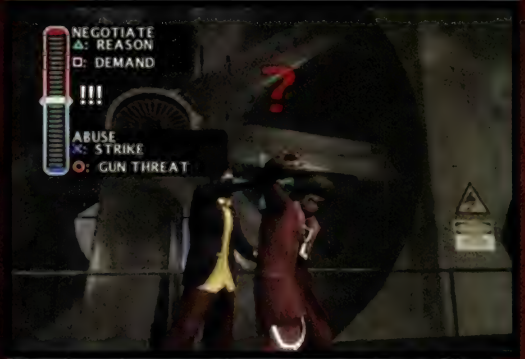
The ladder leads to a series of catwalks. There is a single guard up ahead who attempts to stop your progress. Take him out at a distance, then walk forward until you reach room at the end of the catwalk on the left side. Inside, an angry President Lincoln is surprised—and not especially happy—to see Marcus arrive. Too bad for him.

The guards inside are under cover behind some flipped up tables. The easiest way to take out the group is to wall hug the doorway leading into the room, and shooting them one by one as they pop up to fire off a few rounds. Once the four guards are dealt with, head through the room in pursuit of Lincoln.

The doorway on the other side of the room comes out on the catwalks on the other side of the building. President Lincoln is up ahead—and he's armed with a Rotary Cannon! That's a seriously nasty piece of hardware, but you have a significant advantage, given that you just happen to be able to shoot weapons out of people's hands.



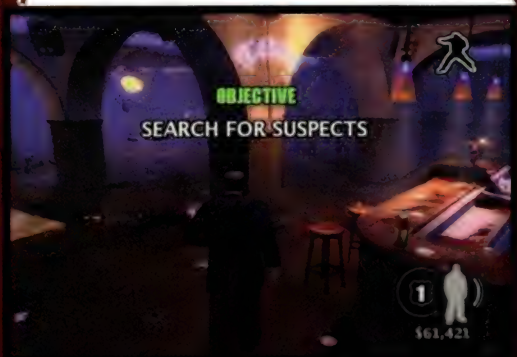
Use the pillars for cover to avoid getting torn apart by the chaingun. When Lincoln stops to reload, swiftly emerge from cover and use Precision Aim to disarm and disable him (killing President Lincoln leads to a failed mission). Run up to the writhing thug and interrogate him. Lincoln quickly squeals about Hamilton's hideout at Club Tadow, now the next destination.



CLUB TADOW

When Marcus arrives at the club, it becomes pretty apparent that someone else has already been here, and with a vengeance at that. The club is a murderhouse, dead bodies, broken glass, and one particularly unpleasant decapitated corpse sitting in a couch near the entrance.

Ok, so it's messy. Who did it? The Japanese shouting ahead should be a big clue. Take cover behind the pillars nearby and poke out to shoot down the three Yakuza goons at the back of the club dance floor.



OBJECTIVE: Find and interrogate President Hamilton

STREETWISE: The first evidence of Yakuza involvement becomes clear during this mission. That's of secondary concern however—the main trouble is getting through the irritating net of laser tripmines that have been left behind. To reach President Hamilton, you need to have a steady hand on the controller. Move extra slowly under the very low tripwires, or you'll trigger them. The ground-based ones must be jumped over, so jump early enough or you won't clear them.

LOCATION: West 142nd & Lenox, north Harlem

Once the Yakuza are dealt with, you still need to find Hamilton. A shout for help from the back of the club indicates that someone, probably Hamilton is still alive, but now there's another problem. The path to the back of the club has been rigged with laser tripwires. You need to navigate them cautiously to get to the back of the club.

TRIPPING UP

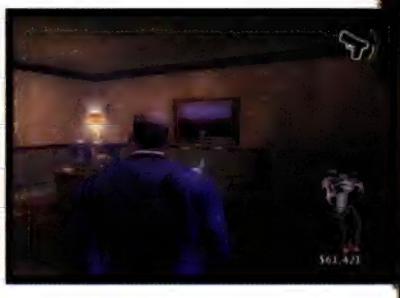
When you move under the low tripwires, move slowly; moving quickly while crouched leads to Marcus rising up into a low run instead of remaining crouched close to the ground. If this happens, it'll trigger the tripwire and detonate the explosives.

When you must get over the low tripwires, jump early. You must gain a bit of height to get over them safely.

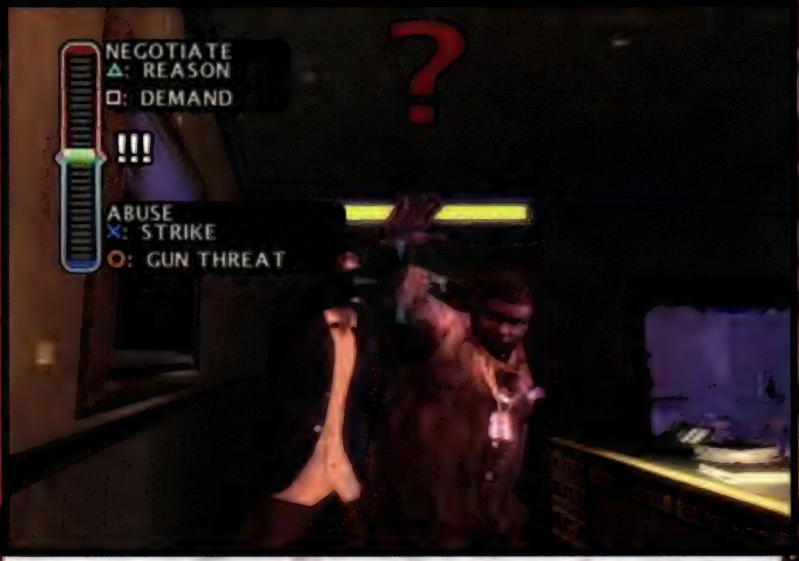
If you need an extra weapon to deal with the three Yakuza clowns at the beginning of the mission, check behind the bar to the right, there's an AK-47 resting there.

Don't Trip

Weave through the mess of explosives by ducking under the higher laser tripwires, and jumping over the low ones. After winding through the deadly maze, it becomes apparent that the path to the back room is completely blocked off by a doorway screening set of explosives. No problem, you can make an alternate entry. Shoot out the floor to ceiling windows on the back office and climb up to get in to the office.



Inside, search behind the desk to find the cowering President Hamilton. He gives up quickly; interrogate him to find out what happened. Apparently there's a war going on with the Yakuza. The next battle is about to begin at Club Nagoya, where the Presidents are planning to strike at Kobi, the local leader of the Yakuza. You must get there, and quickly, to save a potential informant.



Yes, you must go back out through the tripwires to leave the club. There's a health pack on Hamilton's desk, and another by the bar on the way out, that should give you enough health to survive a few 'oops' moments while winding through the laser tripwire mess. Once outside, grab a taxi or take your car to reach Club Nagoya.

MEETING KOBI

Kobi is the leader of the local Yakuza, and they aren't taking too kindly to the Presidents' distribution of Pop on the streets. Marcus rushes to warn her before the Presidents can eliminate her, as she'll likely prove to be a useful source of information.

OBJECTIVE: Save Kobi from the Presidents wrath

STREETWISE: The second shoot-from-the-roof mission in the game, this time you must defend Kobi from the angry President's Club assassins, sent to kill her. Do so, and she can help you mess up their organization. Of course, she'll probably try to kill you in the process, but that's a small price to pay, right?

LOCATION: Amsterdam & West 92nd

Any time a pack of cars gets after you, aim for the frontmost vehicle in the mess to cause a pileup when the exploding vehicle veers out of control.

While Marcus manages to get her into her limo safely, you must deal with the aftermath. The limo driver sets off to get away, and the Presidents are in hot pursuit. You're armed with unlimited ammo for your weapon in this mission, an identical challenge to the one during Homeward Bound. You must fend off the pursing cars, trucks, and motorcycles while the driver attempts to get you to safety.

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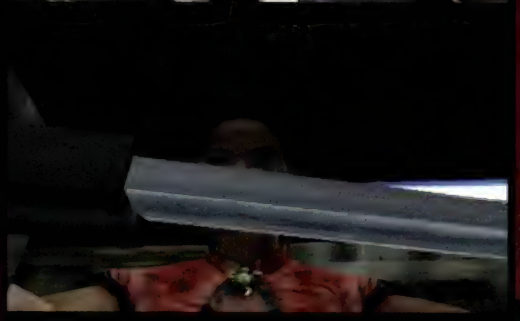
When the motorcyclists appear, aim for the bikers themselves, rather than the bikes. You can knock them off more quickly, which can ease the damage that the limo takes from the biker packs. Motorcycles that get in front of the limo should be targeted first since they throw Molotov cocktails at the limo.

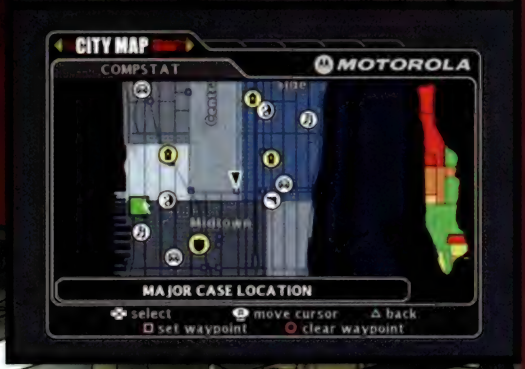
This time, the Presidents bring out some nastier hardware than did the goth punks, in the form of some dump trucks. These can take some serious punishment, and they have a gunner hanging off the left side. Shoot the gunner to reduce the damage taken, then pour fire into the truck until it detonates.

Once you get into central park, President Jackson himself comes after you in his limo. Aim for Jackson. He can take a surprising amount of hits, but once his health meter is depleted, he goes down, and this mission is complete. If you don't take him down quickly, President Jackson fires an RPG at your limo.



FACTORY RUSH

You start out near central park. Grab your speedy car (or a nearby police cruiser) and make for the Print Factory, located to the west. As long as you have sirens, you can slice through incoming traffic quickly enough to reach this destination.



OBJECTIVE: Race to the Print Factory

STREETWISE: Another straightforward street race, this time with 2:30 on the clock. Nothing tricky here, just get to the destination in time. If your default base police car is all that's available to you on the street, commandeer a police cruiser when you spot one to make the remainder of the journey.

LOCATION: Starts at 5th Avenue and E 62nd. Ends at 11th Avenue and W 56th.

If you aren't using a car with sirens for some reason, a motorcycle works well, otherwise, you must watch incoming traffic on one way streets carefully. Another problem is cars stopped at red lights, if there are several stopped, they can jam up the road completely. If they do, just smash through the clearest gap that presents itself. Reach the factory in time to start the next mission.

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PRINT FACTORY

OBJECTIVE: Arrest President Grant

STREETWISE: It's an all out war between the Yakuza and the President's Club goons by the time you arrive in the factory. Fortunately, there's plenty of cover to make travel through the factory safe. If you didn't bring along any good guns (or your ammo runs low), resort to picking up dropped weapons. By this point in the game, enemies should be packing some pretty serious firepower, which you can take advantage of once they're downed.

LOCATION: 11th Avenue & West 56th Street, west of Midtown

When Marcus busts into the factory through the roof, Grant and his thugs are busy shooting it out with the Yakuza. Marcus doesn't have any friends here though, and Grant orders his men to kill Marcus while he retreats to drive a truck full of Pop out of the factory.

You need to stop Grant before he can get away, but you must deal with the more immediate problem first: avoiding being filled with holes. Use the paper bales for cover where you start the mission, and pop up to take out the nearby Yakuza and President thugs. Precision Aim may be used here fairly safely, so long as you use the cover well.

FACTORY FUN

There are two environmental hazards you can create through the use of Precision Aim. Look for wooden stands holding large paper rolls. These paper rolls fall to the ground and crush anyone in their paths.

There are also hanging air ducts above some enemies. Shooting these air ducts results in parts of them crashing down on enemies below.

Once the area is cleared out, check the nearby wall for a health pack, then head deeper into the factory. When you get close to the print works machinery, two more thugs attempt to bar your path. Take down both of them, then retrieve the health pack on the wall nearby if you're injured. There's a ladder at the back of the printing press that you can use to climb over the machinery safely. Do so, and drop down on the other side.

On this side, there's more machinery, and another pair of goons on your side of the equipment. On the other side, two more are using the machines as cover, but you can snipe them from Precision Aim if you target their heads just barely poking into view.

Storage

With the guards eliminated, climb over the next set of equipment, and check the wall up ahead for another health pack. An open doorway ahead leads into a storage area at the back of the factory. Go through it, but be ready for some opposition, as another pack of guards are waiting for you.

If you want to get tricky, aim for a hanging crate of goods over the heads of the guards near the back of the warehouse area. Shoot the hook holding it up to drop it on their heads. Deal with any remaining guards at a distance, then head for the back of the warehouse.

Grab the health pack on the wall at the back if you need it, then climb up the ladder to the catwalk above. From there, you can reach a door that leads out to the back lot of the factory.

Stop That Truck!

When you get out back, Grant is about ready to make a break for it in the truck full of Pop. You can stop him by shooting out the truck's tires, detonating the explosive barrels that litter the backyard (funny that), and shooting down the hanging crate on the crane in the backyard. To aid your efforts, look around on the ledge you come out on to find an automatic sniper rifle.

LONG DISTANCE SNIPING

If you haven't used a sniper rifle at all up to this point, use Precision Aim to trigger the scope, then use the appropriate control stick to zoom in on any targets.

If you are having difficulty using the sniper rifle, equip an assault rifle and auto lock onto the truck and shoot it until President Grant ditches. Once the truck has taken enough punishment, Grant has had enough, and gets out to surrender. Look below the ledge you're standing on to spot a crate you can land on safely, then drop down and run over to Grant to interrogate him.

He coughs up Benjamin's location quickly enough—at Zen Empire Studios downtown. That's the next destination.

BENJAMIN'S STUDIOS

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PRESIDENT'S CLUB
PALERMO MOB

OBJECTIVE: Locate President Benjamin

STREETWISE: As you start the mission with no weapons, the first part encourages you to be stealthy, and for good reason; it's no fun to be up against armed guards when you have nothing. Even if you flub the sneaking, you can still get in the clear by tackling or grappling the first guard you encounter, then snatching his weapon and using it to procure more firepower from enemies in the studios.

LOCATION: Broadway & 42nd, Midtown

Marcus tries to make a smooth entry into the studios, but either Benjamin has been warned, or he's just really, really paranoid by nature. In either case, his thugs quickly knock out Marcus and take him captive. When Marcus comes to, a furious President Benjamin is watching over him, wielding a rather large katana! It appears Benjamin took his lessons in Japan when he worked with Kobi rather seriously.

Thankfully, Benjamin gets distracted by another intruder on the rooftop in his personal private garden, and he stays the execution for the moment. With Benjamin and the guards out of the room, Marcus manages to get free of the restraints. Now you just need to get a weapon and find a way to the roof. From the room you start in, head over to the balcony and go outside. Climb up onto the lip of the ledge that circles around the outside of the skyscraper. Don't slip!

Subterfuge

Stay crouched and carefully sneak around the building. When you get near a window, adjust the camera so you can check inside to see if anyone is watching. When the coast is clear, quickly move across to the next window. If you're careful and quick, you should reach another balcony on the other side of the building without disturbing anyone. If you do blow your cover, forget stealth, stand up, and run quickly to the balcony up ahead.

When you reach the balcony, enter the room through the unlocked doors and go after the guard inside immediately. There's a rack of Katanas in this room which can be thrown at armed enemies to quickly take them down, allowing you to retrieve any dropped weapons. Whether alerted or not, you need to take him out to get his weapon. Once he's down, pick up his weapon and leave the room by walking into the hallway. If you were injured during the battle, there's a health pack on the wall next to the doorway into the hall.

From here, head down the hallway to the right, gunning down the guards who try to stop your progress. When you reach the room at the end of the hall, step into the elevator within to reach the 30th floor, and Benjamin's private studios.

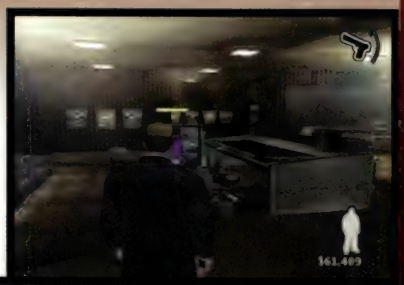
From the room where the elevator stops, head outside into the hallway. You must find the control mechanism to open the gate barring the way to the roof. For now, take the hallway deeper into the studios.

KATANA SKILL

Purchasing the Katana Martial Art before undertaking the next mission makes a difficult boss fight a little easier.

Bullet Symphony

Inside, more of Benjamin's thugs are waiting. Take them out ruthlessly, they aren't going to spare any bullets for you. If you're feeling stealthy, sneak up on plenty of the goons on this floor, though blasting through is perfectly viable as well, due to the volume of dropped weapons.



Fight through two studio recording rooms. Each room has several thugs inside, but there's plenty of cover either to hide behind or sneak through. Once they're dealt with, the path to the security room is cleared. Head inside, neutralize the security guard within, and operate the control panel on the wall to open the gate barring the path to the roof.

Go back through the closest studio to the hallway outside. When you come out from this direction, look for an exit sign at the end of the hall. Head there, but watch out for the four guards in the elevator room up ahead. Take them out from a distance using Precision Aim, or simply rush into the room and blast them quickly by target switching. When the dust settles, take the elevator to the roof to confront Benjamin.

ZEN GARDENS

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PALERMO MOB

OBJECTIVE: Arrest Benjamin

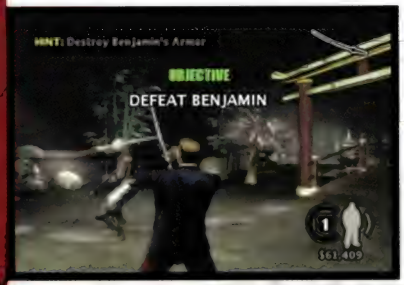
STREETWISE: Another nasty melee fight, this one is definitely easier if you mastered all of the martial arts skills. It takes place over three phases, but each one gives you a chance to recover your health, so you can take on Benjamin at full (or close to full) health each time.

LOCATION: Zen Empire building rooftop

When Marcus emerges on the rooftop, Benjamin is involved in a swordfight with Kobi. Kobi gets distracted by Marcus arriving—foolishly so, as Benjamin uses the opportunity to stab her from behind. Nasty. Marcus makes a dive for her dropped sword and the fight begins.

What is a Samurai Doing Here?

You can't kill Benjamin just yet. You need to hit him repeatedly with the sword to knock off pieces of his armor. The fight isn't that easy though, as the sword quickly disintegrates.



Make a run for the bamboo on the other side of the bridge nearby. Either punch the bamboo, or—if Benjamin pursues you—wait for him to get close and swing, then dodge out of the way. His swipes should cut down the bamboo, and leave a nice sharp piece for you to pick up. Grab a stick of bamboo and start hitting Benjamin again to knock loose the rest of his armor.

Shinto Shrine

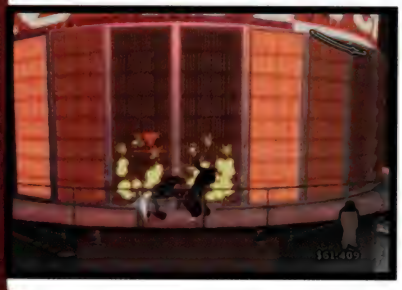
Once Benjamin's armor is eliminated, he retreats into the shrine ahead. Before you pursue, check the edges of the garden to find health packs to restore any damage you may have taken in the first part of the fight. When you're ready, step into the shrine.

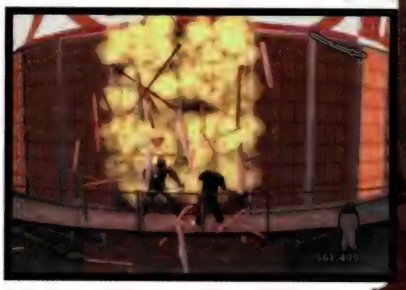
Inside, you must fight Benjamin without the benefit of any makeshift weapons. To compensate for this, knock him down using a Radial attack, then kick him while he's down. Do this enough times, and Benjamin retreats once more, taking a zipline down to another rooftop farther away.

Before you go after Benjamin, check beside the doorway to the shrine to find a health pack, then pick up the sword that Benjamin dropped during his hasty retreat. Climb up the statue at the back of the shrine to reach the zipline, and swing down to the other rooftop.

Shinto Beatdown

Once you land, Benjamin swiftly attacks. This time he's wielding a sword in each hand! You get no such advantage, but at least you finally have a weapon, and a good one at that. Parry his blows, counter-attack with the Shinto sword, and knock him down when you can. When Benjamin's health is depleted this time, he's finally down for good.





Marcus swiftly begins the interrogation when he gains the upper hand, and Benjamin reveals another clue to the identity of Terry's killer. One more Big Case to go!

PALERMO MOB

The mob! The originals. The one and only organized crime in New York city. Well, maybe not. They used to be. They were taken down a few pegs by their opponents in organized law enforcement. Anyhow, now you're dealing with something new. Someone is apparently running the mob again, or at least, elements of it.

You must track down the guy behind this, find out who he is, and where the money is going. If you've followed the walkthrough along in order, you're also going to be discovering the identity of Terry's killer.

This Big Case file is a little bit shorter than the others, having it last makes it a bit easier to deal with, although the last mission is a bit harder in exchange. On the upshot, it's the second all guns finish (compared with the melee combat at the end of Shadow Tong and President's Club).

RISTORANTE

OBJECTIVE: Interrogate Gino

STREETWISE: A simple smash and intimidate mission, you only need to deal with a few of Gino's goons, then knock down Gino a few pegs to get him to squeal. You should be a veteran at hand-to-hand combat by this point (particularly if you took time out for the Fight Arena missions), and none of the thugs here should pose a problem.

LOCATION: Mulberry & Broome Street

Marcus arrives at the restaurant and has a pleasant chat with Gino. Gino quickly leaves for the back room and leaves his two bodyguards to deal with Marcus. Looks like he doesn't want to do this the easy way.

This fight is nothing you haven't done many times by now. Beat down both thugs, and feel free to mess up Gino's restaurant in the process, just to spite him. Once both thugs are downed, head for the kitchen in the back.

Inside the kitchen, another pair of goons are waiting, this time armed with weapons. This isn't a good place for them to fight you though, the kitchen is literally covered with unpleasant surfaces and nasty things you can do to grappled foes. Stick their heads to the stoves, cook 'em in the brick ovens, or stuff them in the freezers at the back. Mean!

After you take out the remaining guards, Gino returns to inspect their handiwork. Too bad they're terrible at their jobs. Gino attempts to take matters into his own hands, but that just gives you another target for a beatdown. Give Gino a sound thrashing to make him more pliable for polite conversation.

When Gino's health is depleted, he surrenders, allowing you to interrogate him for additional information. He doesn't know much, but he does mention that a guy named Alfie might know more. He works at a local mortuary, which is the next destination.

MORBID ANTICS

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MAGDALENA CARTEL
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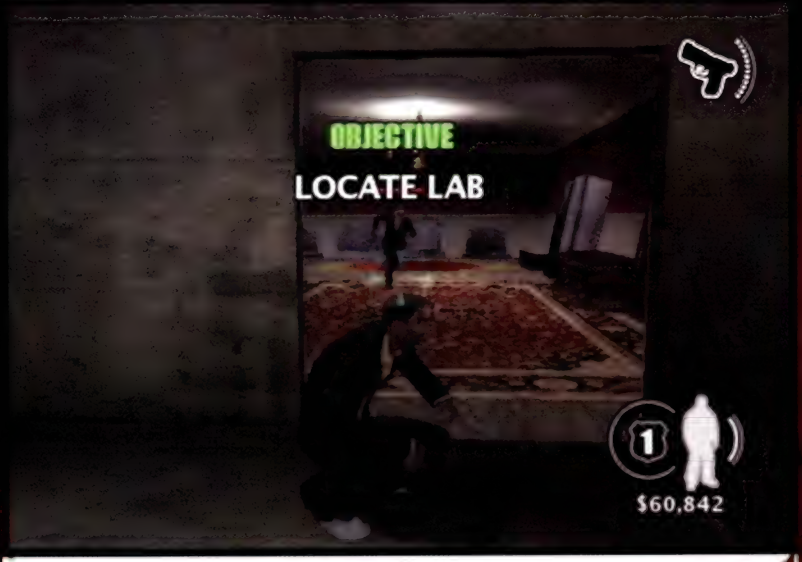
PALERMO MOB

OBJECTIVE: Find Alfie

STREETWISE: Much gunplay in this mission, and the guards here get the advantage of cover in just about every situation. Bring along a few grenades if you want to make the fights easier—there aren't any civilians to worry about during the mission.

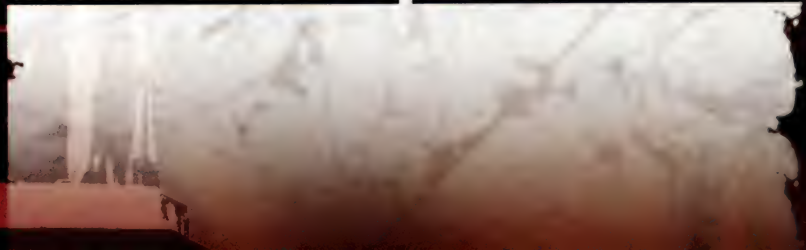
LOCATION: Haven Avenue, in Washington Heights

There's no opportunity for stealth here, Marcus busts into the morgue, and guards are waiting for him when he arrives.



Funerals For People Who Aren't You

Fight down to the basement where Alfie is hiding out. Gun down the goon ahead, then go around the corner to the left. Take down one more guard in the doorway, then continue into the main room on the ground floor, what appears to be an altar room for funerals. What it means for you though is a bunch of guards under heavy cover.



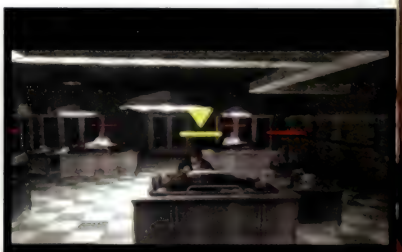
First off, take out the guard off to the right who has a fairly clean line of sight, then get under cover. Either take out the guards individually by using Precision Aim, or go for a more quick and dirty solution and gun down all of them by spraying bullets while locked on until they drop.

Once the room is cleaned out, check the walls for a health pack, then head down the steps at the back of the room. They lead to a storage area, filled with shelves of various junk, and several guards. Don't mind the junk on the shelves obscuring the view, use lock on targeting to blast the thugs straight through the debris.

After eliminating the guards, head through a door in the back. It leads to a crematorium, guarded by another pair of goons. Ice them both, then check the wall for another health pack. You need as much health as you can get before opening the next door.

Dead Men Walking

Through the double doors at the back of the crematorium is Alfie. Unfortunately, he bolts instantly at the sight of you, and leaves behind his four guards. You enter the room under some slight cover. Use the cover, then hop out and shoot the guards one by one. If you brought grenades, this is a great place to toss one, as you could potentially kill or blind all four with one throw.



After cleaning up the four guards in the examination room, several more thugs come bursting in from the door at the back of the room. Take them down as well, then go through the door from which they emerged. Alfie has fled through the doors at the back of the morgue, head for the doors to chase him down.

MORTICIAN'S FLIGHT

OBJECTIVE: Pursue and apprehend Alfie

STREETWISE: One of the only chase missions in the main Big Case storyline, this mission isn't too difficult if you spent time playing around on the streets. You can PIT maneuver Alfie to stop him, shoot out his tires, or get him into a traffic jam and yank him out of his truck.

LOCATION: On the streets

Alfie quickly flees in the truck parked out behind the mortuary, but there's a conveniently parked car in the parking lot nearby. Quickly get in it and chase after him.

Alfie heads down the roads driving erratically, but he's not moving so fast you can't catch up. Get near him and go for a PIT maneuver, or if you get a clean line of sight, shoot out the tires on the truck to slow him down.

Once you get the truck to stop, yank out Alfie, then beat him down until he's a little more pliant. When he's ready to talk, start the interrogation.

Once Alfie cracks, he reveals that the man you're looking for is known as Vincent Tuzzi, and he frequents a gym downtown. The next destination is clear, turn this punk over to Gabriel and continue to the gym.

SOUR CANDY

Marcus heads into the gym intent on having an intimate discussion with Vincent, but Candy interrupts this little dialogue. She and two of Tuzzi's goons both come at Marcus.

You shouldn't have any trouble with this fight. If you want, use the gym equipment lying around to aid you in the fight. Pick up barbells or free weights lying around to use as weights, or even kick the exercise balls at the thugs to disorient them.

OBJECTIVE: Interrogate Candy

STREETWISE: Vincent Tuzzi is hanging out at this gym, but he quickly leaves you with his personal trainer, Candy. He even kindly offers you a free session with Candy! Too bad she wants to beat you into the dirt. This is a straightforward melee brawl with Candy and two thugs that terminates in a strange race at the end.

LOCATION: United Nations Plaza and E 48th St

Hurdles!

Once Candy and both of the thugs are knocked down, Candy gets back up, and runs for the rock climbing wall at the back of the gym. Chase after her and climb up the wall quickly. When you reach the top, Marcus automatically dives off the wall to reach the race track on the second floor.

Candy takes off running around the track, leaping over the hurdles on the way. You must catch her to interrogate her, so start running! Jump over the hurdles, and jump early to clear them. Stick to the inside of the track to make the best time around it. When you finally get close enough to Candy, she gives up peacefully and agrees to talk.

MOVE FAST!

If you take too long chasing Candy, she'll jump down to the first floor and flee out the doors, and you fail the mission.

Interrogate Candy to get some more information about Tuzzi's operation. She provides potentially useful bits of information: The name of Vincent's accountant, and the location of his office. The next destination is clear, handcuff Candy and head for the door.

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MAGDALENA CARTEL
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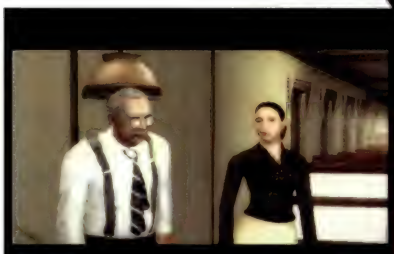
BAD ACCOUNTING

OBJECTIVE: Investigate Vincent's accountant, Tony

STREETWISE: A bit of early sneaking through the offices quickly turns into an all out firefight. The enemy density isn't high here though, so you can easily pick off each one by one using Precision Aim if you want to score the extra career points for cuffing the thugs.

LOCATION: Leroy and Hudson, in SOHO

Marcus sneaks into the offices before they're locked up. Tony heads for an unknown destination somewhere in the back of the offices, so Marcus sets off after him.



You start the mission crouched, and you could sneak through the early parts of the office fairly easily. By the time you reach the library farther back, you are likely to have triggered the alarm. No problem, pull out your gun and start downing the guards.

Shoot guards in the office, then move past them to reach the elevator at the back. There are several large packs of guards in the two office rooms leading to the elevator, so use the cover available to minimize the damage you take, or use an automatic weapon and simply mow down all of them—they're all packing heat, and the office workers are concentrated towards the front of the office, so it's safe to unload.

When you reach the elevator, check the wall beside it for a health pack, then hop inside and descend to the basement. You end up in a files storage area with a single guard. Drop him, then go through the opening at the back of the file cabinets he was guarding.

Hidden Agendas

The next room doesn't have an obvious exit—just more filing cabinets on sliding rails. Drop the guard in the next room, then slide the second cabinet(s) from the right over to reveal another passage.

Go through the revealed opening and take out the next guard, then move the cabinets again. This time, move the fourth cabinet from the right to open the path ahead.

If you manage to sneak by any of the guards standing between the file cabinets, you can crush them by using the switch.

One more guard to down, and for the last set of cabinets, move the rightmost one aside to reveal a hallway that leads off to the right out of the filing area. Follow the hallway down to find a lone guard at a sealed door. Take him down, then check the retinal scanner on the door. Apparently it's malfunctioning, as the door opens up, revealing a vault filled with cash, several guards, and Tony.

If you brought any grenades, this is a good place to throw one. If not, take out the guards using the vault door as cover. Once the guards are down, move in on Tony and start the interrogation.

Tony reveals that Tuzzi has fled to his incomplete tower of Piza, and Tony isn't being clever either, the tower really is called the Tower of Piza. Head downtown on Broadway to find Vincent for the last time.

VERTIGO

INTRODUCTION
MAGDALENA CARTEL
SHADOW TONG
PRESIDENT'S CLUB
PALERMO MOB

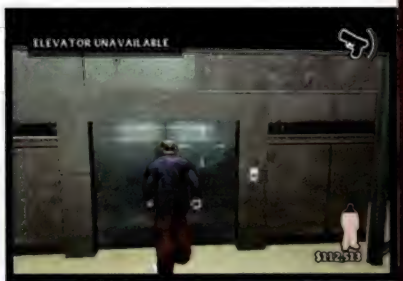
OBJECTIVE: Arrest Vincent Tuzzi

STREETWISE: While the Palermo Mob Big Case is shorter than the other Big Case files, this mission makes up for it. You must scale Vincent's partially completed tower in two stages, and there are many thugs barring the way to the top. Good use of cover, destroying anything explosive, and plenty of slow motion from either Precision Aim or Slo-Mo Diving are all tactics that should get you through in one piece.

LOCATION: Tower of Piza on Broadway

Marcus arrives at the tower in time to see Vincent hastily stuffing a sack full of cash. Clearly he's in a hurry to go somewhere. When Vincent spots Marcus, he runs off into the tower and sends his guards in to fight.

When you regain control, three guards are about to open fire. Dive for cover, then come up and take down the crew one by one. Once the guards are cleared out, check out the area. There's plenty of construction going on, so piles of 2x4s and scaffolding are all over the place. None of that is of any use though, and the elevator up is being used by Vincent. Stairs it is.



Head for the stairwell off to the right of the elevator and start climbing. Watch out for the lone guard on the way up. Detonate the explosive canister beside him if you're feeling particularly mean. Once you pass the guard, go up another flight of steps and exit out onto the first unfinished floor of the tower that you can access.

Upstairs

More guards are waiting in the construction, and there's not much cover from where you emerge. Take out the three visible guards, detonating the explosive canisters behind them if you want.

Past these three goons, the open path takes you to the elevator on this floor. Vincent briefly pops out, spots you, and sends two more guards after you before fleeing upwards again. Drop his two low budget assassins, then take out the two other guards off to the left of the elevator. Once they're taken care of, grab the health pack on the wall beside the elevator.

Near the health pack is a stack of plywood and a scaffold that you can climb up to reach the next level of the building. Do so, then watch out for another pair of armed goons lying in wait.

Detonate a gas tank behind them to kill them quickly, then turn your attention to another pair of guards off to the left behind an unfinished wall. Take them out, and continue following the path around this floor for yet another set of goons to dispatch.

Just up ahead, another scaffold leads up to the next level of the building, but there's a guard on it barring your passage. Teach him the error of his ways with a well placed bullet (or five), then climb up to the next floor.

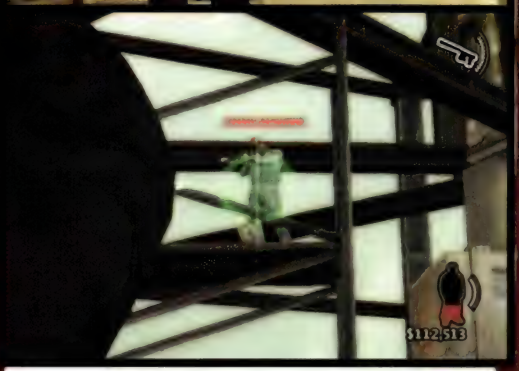
Three more guards are waiting behind cover on this level. Take them out at a distance with Precision Aim; target their heads if they're just crouching down and not fully concealed. With the guards gone, run for the scaffold at the back of the floor and climb up a half level to the last finished and connected part of the tower. It looks clear—until Tuzzi shows up in the elevator, sending out another pack of thugs.

Dispatch Vincent's goons, then check around the elevator for some health packs to restore any damage you may have taken. From here it's a straight shot to the top, but you only have one way to go up. Look over at the edge of the tower for a yellow external elevator. Climb in and hit the switch to start ascending the outside of the tower.

Ascent

The only problem with this snazzy ride is the near total lack of cover, and having completely restricted movement. This wouldn't be an issue, except there are several floors of Vincent's goons to deal with on the way up. As you approach each floor, tap target lock repeatedly until a target gets locked, then use Precision Aim to slow time while you assess the situation.

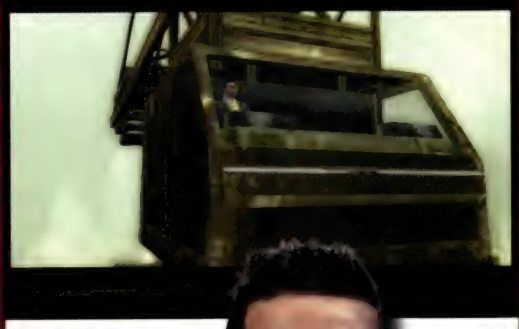
Just about every floor on the way up has at least one explosive target that you can destroy to quickly remove several of the guards on that floor. Failing that, use the slow motion to take out the guards while minimizing the damage you receive.



The front of the elevator has a pair of panels that can be used for limited cover if you crouch, but they'll disintegrate fairly quickly if they come under fire. Take out the guards fast before they can remove the slim protection the panels afford.

Rooftopless Battle

Another nine floors (give or take the unfinished ones) of ascent, and you finally reach the top. There's a health pack resting on the platform to the left when you emerge from the elevator. That's not the only interesting bit up here though—Vincent is in a crane at the top of the building, and he's intent on murdering you by swinging around an I-beam.



Watch out for the swinging beam, Vincent starts it moving almost immediately. Grab the health, then watch the beam as it moves. If it's high, crouch to get under it. If Vincent moves it low, jump over it when it gets close. Be careful not to jump off the platform though, it's fairly narrow.

While you're busy dodging the swinging beam, don't neglect to fill the pilot's box full of lead. Deal enough damage to the control housing around Vincent, and the crane goes up in smoke.

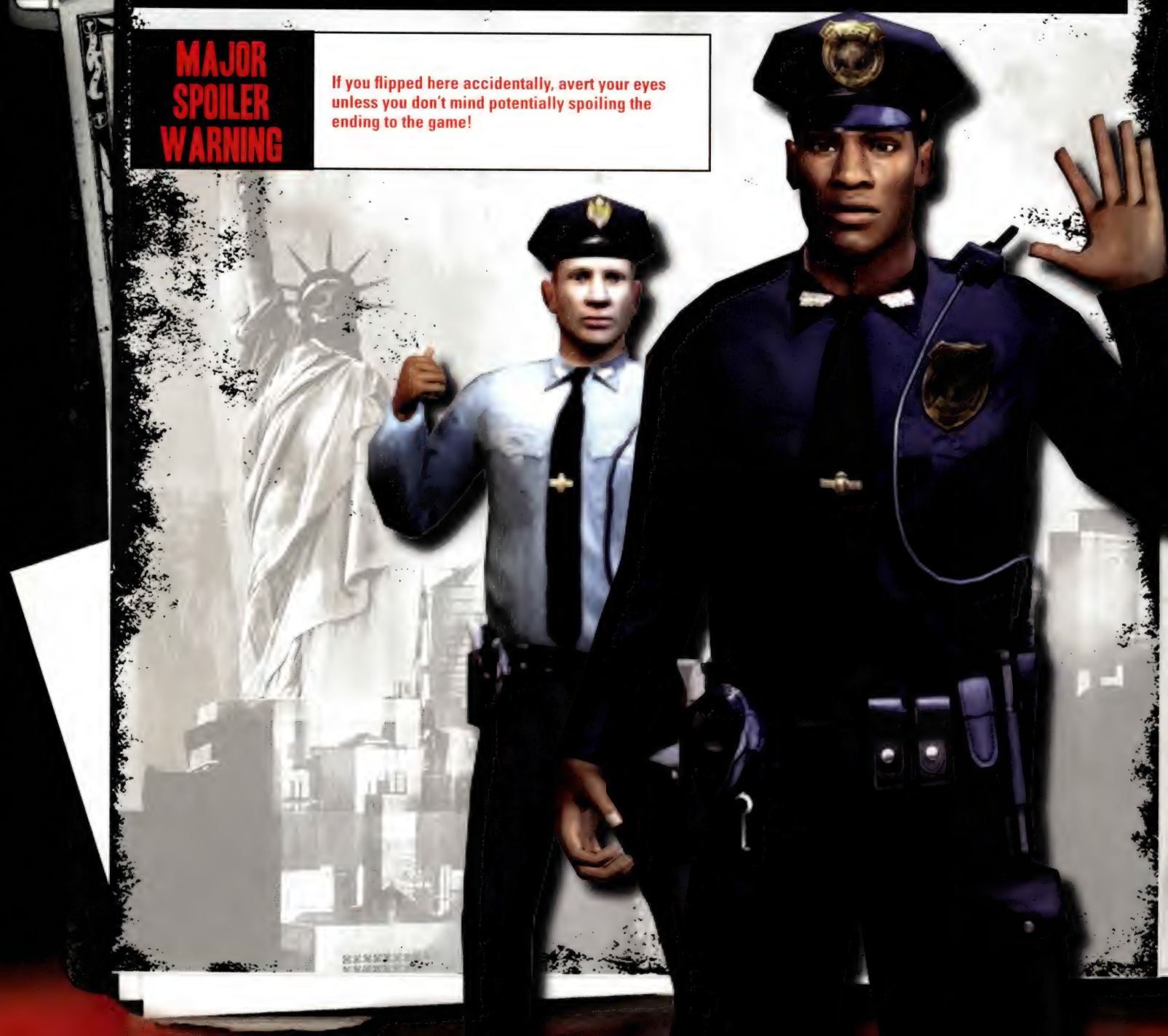
With the crane destroyed, Vincent surrenders to Marcus. The last piece of information needed to find Terry's killer is finally revealed. Vincent mentions he just made a drop to the mole, and stashed the money in locker 125 in Grand Central Station. Get there, pronto!

CONCLUSION

The ending to the game depends entirely on your moral scale at the completion of the last Big Case file. If you've been more good than bad, you get the Good Cop ending. Otherwise, you get the Bad Cop ending. Note that these aren't 'good' and 'bad' endings, they're two completely separate and distinct endings, each with a different finish for the story. The Bad Cop ending definitely has more punch, but both may surprise you. The descriptions here are deliberately vague to conceal the identities of those involved, but this is the last line of defense against accidental spoilerage. You have been warned!

MAJOR SPOILER WARNING

If you flipped here accidentally, avert your eyes unless you don't mind potentially spoiling the ending to the game!



GOOD COP ENDING—PATH OF HONOR

After phoning in the tip to Gabriel whitting alerting him to the identity of the traitor in OCU, get to Grand Central Station. Drive there to reach the ending—there's no need to rush; there isn't a time limit on the driving.

Once you arrive at the terminal, a lengthy cutscene plays. When the identity of the mole is finally revealed, he flees onto one of the subway cars. Marcus automatically chases him onto the train, leaving you in charge of finishing off the mole.

OBJECTIVE: Kill the mole to clear Navarro's name

STREETWISE: The final confrontation isn't a difficult battle after everything you've faced up to this point. Remember to run quickly when the subway crashes, otherwise you die a silly death at the very last moment.

LOCATION: Grand Central Subway Station

The mole runs to the subway car ahead. Chase after him and duck behind one of the small walls at the side of the subway car to avoid his bullet fire from the next car. Pop up from cover and shoot him to drive him back.

Folow him into the next car and again duck under cover. This time, the mole may try to use a hostage to deter you. If you're playing Good Cop, you really shouldn't ice the hostage, so use Precision Aim and shoot the mole directly (of course, it's just a few bad cop points if you do miss, that wouldn't hurt, right? Right?!)

There's a health pack at the back of the second subway car. Pick it up to recover any lost damage, then move into the next car. You must go through four more cars, chasing the mole each time to catch up with him. Whether he shoots at you or pulls a hostage varies, but the pattern remains the same until the last car.

When you reach the last car, the mole flees into the final train and severs the cable to make his escape. Marcus quickly fires on the train until it detonates and flips. Of course, this probably wasn't such a great idea, since now you must flee to the back of the subway before the entire train plows into the wreck. Run! Run backwards, quickly. Don't stop running until the ending cutscene triggers!

Enjoy the ending, you've earned it.

BAD COP ENDING—HUSTLER'S WAY

OBJECTIVE: Kill the traitor

STREETWISE: This mission plays out identically to the Good Cop ending, the only difference is how the ending concludes the story. You can follow the exact same pattern, up until the last car fight. No pictures are shown here, as they'd give away the ending.

LOCATION: Grand Central Subway Station

The fight through the subway is the same as the Good Cop ending until you reach the last car. When you do, the traitor comes at you in melee. To beat him, you need to knock him all the way back out of the subway car. There's no health meters here, you can't simply knock him out. You must get into position and push him all the way out of the car.

Block his attacks as he attempts to strike, then retaliate with a series of Weak strikes to stagger him and knock him backwards. Be careful, he may counter and toss you around the subway car, putting you in the wrong position.

Once you manage to knock him to the edge of the car, knock him out the back and this mission is complete. Again, sit back and enjoy the ending, though it may prove cold satisfaction indeed, as it is not all flowers and sunshine.

NO GRAPPLING!

Do not try to grapple the enemy, as this places Marcus in the doorway instead of the enemy.

MAGDALENA CARTEL

SHADOW TONG

PRESIDENT'S CLUB

PALERMO MOB

INFORMANT MISSIONS

All of the Informant missions are unlocked by completing Big Case missions. Once you unlock each Informant, you periodically receive phone calls reminding you to visit them. You can't complete all of the Informant missions until after completing the main Big Case files, but since you can earn a cool $1500 and usually some career points for each mission, they're worth taking on whenever you want a break from the main story. Plus, many of the Informant missions have a distinctly different (and often amusing) tone compared to the main Big Case files, so they're worth seeing.

BACK ON TRACK

The Informant Missions are a way to get back on track after a failed interrogation at the end of a Big Case mission that you do not wish to replay.

KING MISSIONS— CENTRE & WHITE

King's missions begin with a call to Marcus from King himself, though you do occasionally interact with his subordinates. King's missions usually involve helping him run his criminal empire from behind bars. This is lucrative, but you earn Bad Cop points for helping out your father.

THE KING MISSIONS ARE:

- EXTORTION
  Unlocked after The Messenger
- EXCHANGE
  Unlocked after Print Factory
- KING'S RIDE
  Unlocked after Sour Candy
- BEATING BUTCH
  Unlocked after Human Cargo
- RESCUE SLIM
  Unlocked after storyline of game is complete (achieve either ending)

KING MISSION—EXTORTION

OBJECTIVE: Recover King's money from three street Vendors and deliver it to Slim within 10 minutes

STREETWISE: All of the vendors are off of Canal, just northeast of King's prison. Hit them in order from 1 to 3. Slim is back up the road to the west and a little north. Bring a fast car if you want, but you are provided with a basic vehicle (useful if you came in by taxi) even if you have no wheels. Appropriate a police cruiser if needed, but the vendors aren't really that far, you should finish with plenty of time to spare.

VENDOR 1: Canal & Elizabeth

VENDOR 2: Canal & Eldridge

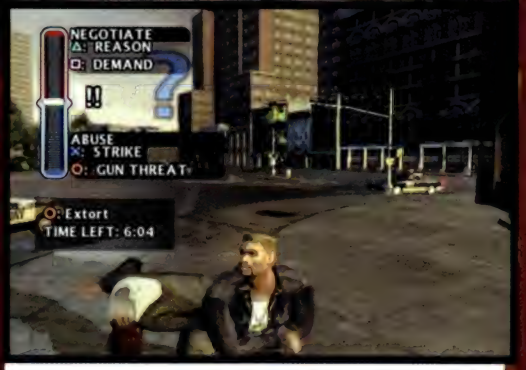
VENDOR 3: Canal & Essex

SLIM: Centre & Grand

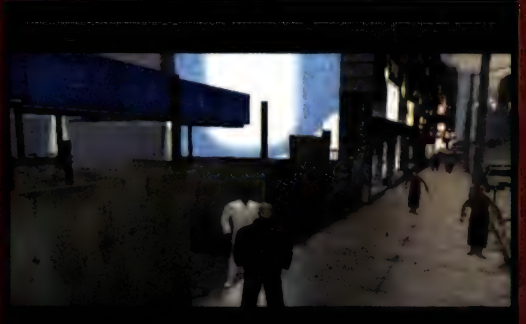
King wants Marcus to go encourage some street vendors to cough up their proper share of the profits. Hop in the vehicle used to reach the prison (or another appropriate one) and head for the three orange dots on the GPS. All three locations are nearby in Chinatown. You have 10 minutes to get the money from all three vendors and return it to Slim a short distance elsewhere in Chinatown.

The first two are simple marks, all you need to do is extort them both. Drive to their locations (the two closer orange dots), get out of your vehicle, then approach and start the extortion.

The third mark thinks he's a tough guy. Subdue him before you start the extortion. Either beat him down in melee, or perform a quick non-lethal takedown with your pistol. A bullet in the arm or leg makes him nice and pliable. Complete the extortion to get the last of the money, and a new orange marker shows up on the GPS.



Follow the last indicator to reach Slim. Return the cash and this mission is complete. Finishing up Extortion awards $1500 in reward money from King, plus several Bad Cop points from the extortions.



KING MISSION—RESCUE SLIM

OBJECTIVE: Recover Slim from the men holding him hostage

STREETWISE: Some fools have kidnapped Slim and they're holding him hostage, attempting to ransom him back to King. King has no interest in paying ransom money, so he wants Marcus to find and recover Slim. The first part of this mission is a race to the drop contact, then a race to Slim's location, and finally a beatdown to clear out the thugs holding him hostage.

CONTACT LOCATION: Mercer & Howard

SLIM'S LOCATION: Vandam & Hudson

The first part of the mission is a race to the contact for the money drop. There are 60 seconds to get to his location at Mercer & Howard.

Race to his location to the northwest, and when you arrive, interrogate him to learn the location of Slim. You have 90 seconds on the clock for this portion.

Finish interrogating the rep to get another 2 minutes on the clock, then hop in your ride and race to the next destination at Vandam and Hudson street. Hop out and rush into the building when you arrive.

Inside, you must work fast, as another 90 second timer starts. There are two guards at the door to the room where they're holding Slim at the end of the hall. Drop them quickly at range, then enter the room. Inside, three more thugs are lying in wait. Drop them all, then head for the bedroom.

Inside the bedroom, the last thug grabs Slim and holds him hostage. Be careful not to kill Slim, or you'll fail the mission! Target the thug using Precision Aim and aim for his head or the outer part of his leg to take him out safely. Once Slim is rescued, the mission is complete, and you earn a $1500 bonus.

KING MISSION—BEATING BUTCH

OBJECTIVE: Stake out and then pummel the crooked cop

STREETWISE: Initially you need to race to reach the Butch's starting location. Once you arrive, you must tail him back to his apartment. A meter pops up on the right side of the screen, indicating your distance from the mark. Should the marker get too high, you are too close to the mark and he'll spot you. Too far, and you'll lose him. Try to keep the marker in the middle of the meter to avoid arousing suspicion or losing your suspect. Once you arrive at his place, it's a straightforward beatdown to teach him not to mess with King.

BUTCH'S INITIAL LOCATION: Broadway & Murray

BUTCH'S DESTINATION: Catherine Slip & Water Street

When the mission begins, you have 90 seconds to get to Butch's initial location before he heads for home. Set out on the streets to reach Broadway and Murray in time.

Once you arrive near Butch, he hops in his car and starts to drive off. Tail him by staying near to his vehicle on the GPS, but not so close that the alert meter rises to the top.

Once you follow him around a meandering course through the streets for a bit, he arrives at his recreational building on Catherine Slip & Water Street. Hop out of the car and head into the building.

Inside, the sounds of activity ahead should alert you to the presence of Butch and two of his chubby gimp-suited buddies. Drop them all with neutralizing shots, or beat down Butch in hand-to-hand for the simple satisfaction of smacking him down. Once they're all dealt with, this mission is complete.

KING MISSION—EXCHANGE

When the mission begins, you have 5 minutes to get to Slim. Get moving! He's over on W Broadway & Canal Street, northwest of your starting position.

When you arrive to meet Slim, he hops in the car and gives you the briefcase. The clock is still ticking! Hurry and drive south to reach the exchange location at W Broadway & Chambers in time.

OBJECTIVE: Coordinate a briefcase exchange for King

STREETWISE: This mission is under a fairly tight time limit, so rather than taking a taxi to see King, drive to his prison in a faster car. If you go in with nothing, the default undercover police vehicle is given to you when you come out, and you can appropriate another vehicle should you spot a quicker one on the road.

SLIM'S LOCATION: W Broadway & Canal

EXCHANGE LOCATION: W Broadway & Chambers

Inside, the exchange doesn't quite go off as planned. The guys you're trading briefcases with clearly want both, as they quickly attack you. Take out all four thugs with some quick Precision Aim work to score some extra career points, then head back outside.

Back on the street, you have 3 minutes to get back to Slim. Hop in your ride and drive back to meet him. Once you get back to Slim, you leave the envelope for him and this mission is complete.

KING MISSION—KING'S RIDE

OBJECTIVE: Recover King's favorite ride from Loaded G

STREETWISE: This mission can either be a lengthy car chase through the streets, or over really quickly, depending on how you handle the interception. If you block off the street where you find Loaded G, you may be able to throw him out of the car before he goes anywhere. If you don't stop him right away, try to disable him with a PIT maneuver. You must return the car intact to complete the mission, and driving around on blown tires won't help the cause.

LOADED G'S INITIAL LOCATION: Duane & Church street

SLIM'S GARAGE: Varick Street & St John's Lane

You begin this mission with 4:30 on the clock. Race over to Loaded G's hangout on Duane Street to catch up with him.

When you arrive on Duane Street, quickly move to block the path of King's car, then run over and toss Loaded G out of the vehicle. Shoot him for good measure, then drive off with King's ride.

The clock keeps ticking during this portion, so if you let Loaded G get away, expect a tough time in catching up to him and recovering the car in time to return it. Once you're in the car, head for Slim's garage to return the car.

Once you drive the car into Slim's garage in time, the mission is complete, and you earn a sweet $1500 for helping out King.

MADAM MISSIONS—— W 84TH STREET

Cassandra's missions for Marcus vary in content, but they usually involve either helping to please one of her clients, or protecting her girls from trouble.

THESE MISSIONS ARE:

- OBSESSED FAN
  Unlocked after Safe House
- RACY STACY
  Unlocked after Ristorante
- BIG MOUTH
  Unlocked after Club Tadow
- VIP ESCORT
  Unlocked after Workshop Rumble
- CROOKED COPS
  Unlocked after storyline of game is complete

MADAM MISSION—OBSESSED FAN

OBJECTIVE: Convince the lovestruck fan his affections are unwanted

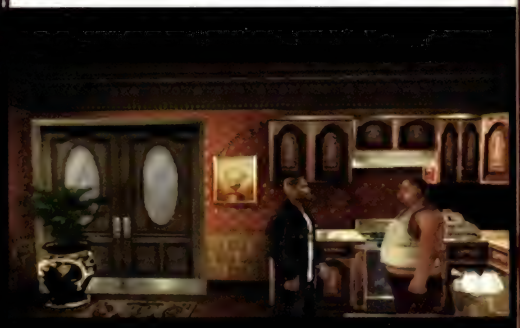
STREETWISE: An entertaining mission, you get to drive to this guy's house, then smash up his stuff until he agrees to leave Cassandra's girl alone.

FAN'S HOUSE: West end of 85th street

When the mission starts, you have 90 seconds to reach the client's house. He's just down the road to the west, at the end of 85th street.

Drive quickly to his house, then head inside. Marcus tries to persuade him with words, but he's not having it. Instead, you must convince him the hard way. Start smashing up the stuff in his apartment.

You have three minutes to convince him. The quickest way to accomplish this is to pull out a gun and start blasting every destroyable object in his apartment. Once you smash enough of his stuff, he finally agrees to stop seeing the girl, and this quick mission is complete.



MADAM MISSION—CROOKED COPS

You start out in front of Cassandra's parlor, but you must reach a spot just north of central park in 3 minutes. Hop in your car, or quickly appropriate a fast ride, then zip off to the north.

Once you arrive at the stakeout location, step into the green beacon to trigger a cutscene. The two cops emerge from the building and hop in their ride. Now you can tail them. Stay close (but not too close, watch the alert meter to judge your distance) and follow them as they drive around town.

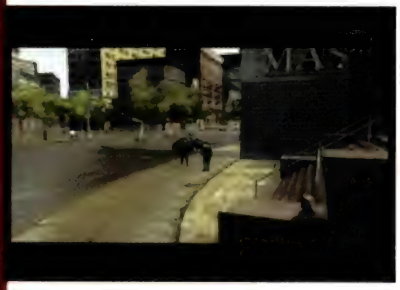
OBJECTIVE: Get rid of the two crooked cops

STREETWISE: The first part of this mission is a somewhat lengthy race, so you may want to bring along a fast car rather than taking a taxi to Cassandra's to begin the mission. Once you get to the stakeout location, it's a straightforward tail and eliminate completion.

COPS INITAL LOCATION: 7th Blvd & W 116th Street

COPS DESTINATION: West 112th Street, off of Lenox

Follow the cops around until they reach their destination at 112th street. When they do, they hop out and start abusing some street girls. Hop out of your ride and run over to bust up the cops. You can shoot them both; no one is going to complain if they go missing.



With the cops taken care of, this mission is complete, and you collect your reward money from Cassandra.

MADAM MISSION—VIP ESCORT

OBJECTIVE: Drive a VIP around town and stop the paparazzi from spotting him

STREETWISE: This mission is a mix of a race to get to the hotel and pick up the VIP, and an in-car shooting spree, as you knock off the paparazzi intent on snapping a shot of your camera shy VIP.

HOTEL LOCATION: Central S, south of Central Park

THEATER: W 46th Street, off the Avenue of the Americas

You begin the mission outside Cassandra's bordello, with her limo parked in front. Hop in and get moving. You only have 3 minutes to reach the hotel south of Central Park to pick up your VIP.

Drive swiftly south along Central W Avenue, until you reach the hotel. Once there, you can't pick up the VIP immediately—there's paparazzi all over the place. You can get rid of them the slow and time consuming way, by chasing them until they drop their cameras, or simply shoot them all (with neutralizing shots!) to get rid of them. Either way, you have 90 seconds to do so, then a minute to get back to the limo once they're gone.

When you return to the limo, the VIP comes out of the hotel and hops in the back seat. Unfortunately, several paparazzi pull up on motorcycles, armed with cameras. You can't take the VIP to his destination while they're tailing you, so you need to get rid of them.

You only have 3 minutes to eliminate the biker paparazzi and reach the VIP's destination, so don't waste any time. Drive east along the road and pull a switchblade to get the paparazzi in line, then shoot them off their bikes. Once all three are down, head down the Avenue of the Americas tail-free to reach the VIP's destination in time. Get him there safely and this mission is complete.

MADAM MISSION—BIG MOUTH

You are given a generous 7 minute timer for this mission, but you need it, because the newspaper truck starts out in Midtown, a good distance south of you. Hop in your ride (or commandeer a police cruiser if you taxied over), and head south.

Once you get close to the newspaper truck, get ready to disable it. You need to take the truck intact, otherwise you won't be able to reach the Hudson river in time.

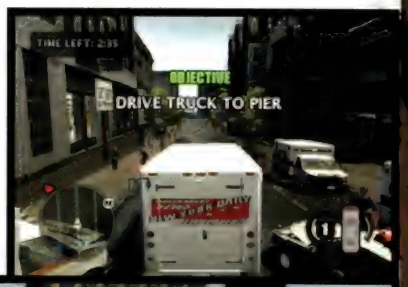
OBJECTIVE: Dump the offending newspaper truck into the Hudson river

STREETWISE: Essentially one lengthy race mission, you need a quick vehicle to get to the newspaper truck, leaving you with enough time to get it into the Hudson before the timer runs down. Bring a quick ride.

TRUCK'S INTIAL LOCATION: Near Avenue of the Americas and W 51st street

TRUCK DROPOFF: Hudson River in Hell's Kitchen

Perform a PIT maneuver on the truck, or simply smash it into a traffic jam, get out, and hop in the truck. Once the truck is in your possession, head for the piers out on the Hudson in Hell's Kitchen.



Once you arrive at the Hudson, drive into the green beacon, and Marcus automatically pushes the truck into the drink, earning you another cool $1500.

MADAM MISSION—RACY STACY

OBJECTIVE: Drive fast enough in a police vehicle to excite Stacy

STREETWISE: An odd mission, you need to get way up north on Central W Park, then turn around and drive south fast. Really fast. Nitro is very helpful to keep up your speed, and you may want to use first person view to keep steering accurately at such high speeds. A slip up can cost you.

STACY'S LOCATION: Central W Avenue near W 88th

Initially you have 60 seconds to hop in a police cruiser, one is conveniently parked across the street from Cassandra's. Hop in and drive up Central W Avenue to pick up Stacy.

Once Stacy is in the car, drive north up Central W a good distance, then pull a switchblade and turn around. Start your sirens to get Stacy's excitement meter going. The meter shows up on the right side of the screen, and it increases as you go faster, and decreases if you slow down or bump anything.

From the time you pick up Stacy, you have 4 minutes to max out her excitement meter. To do so, you need to drive fast and smooth, without smashing into anyone or anything. If you're far enough north on Central W when you start driving, you should be able to speed down the road using your sirens to clear traffic, and Nitro to boost your speed to keep Stacy happy.

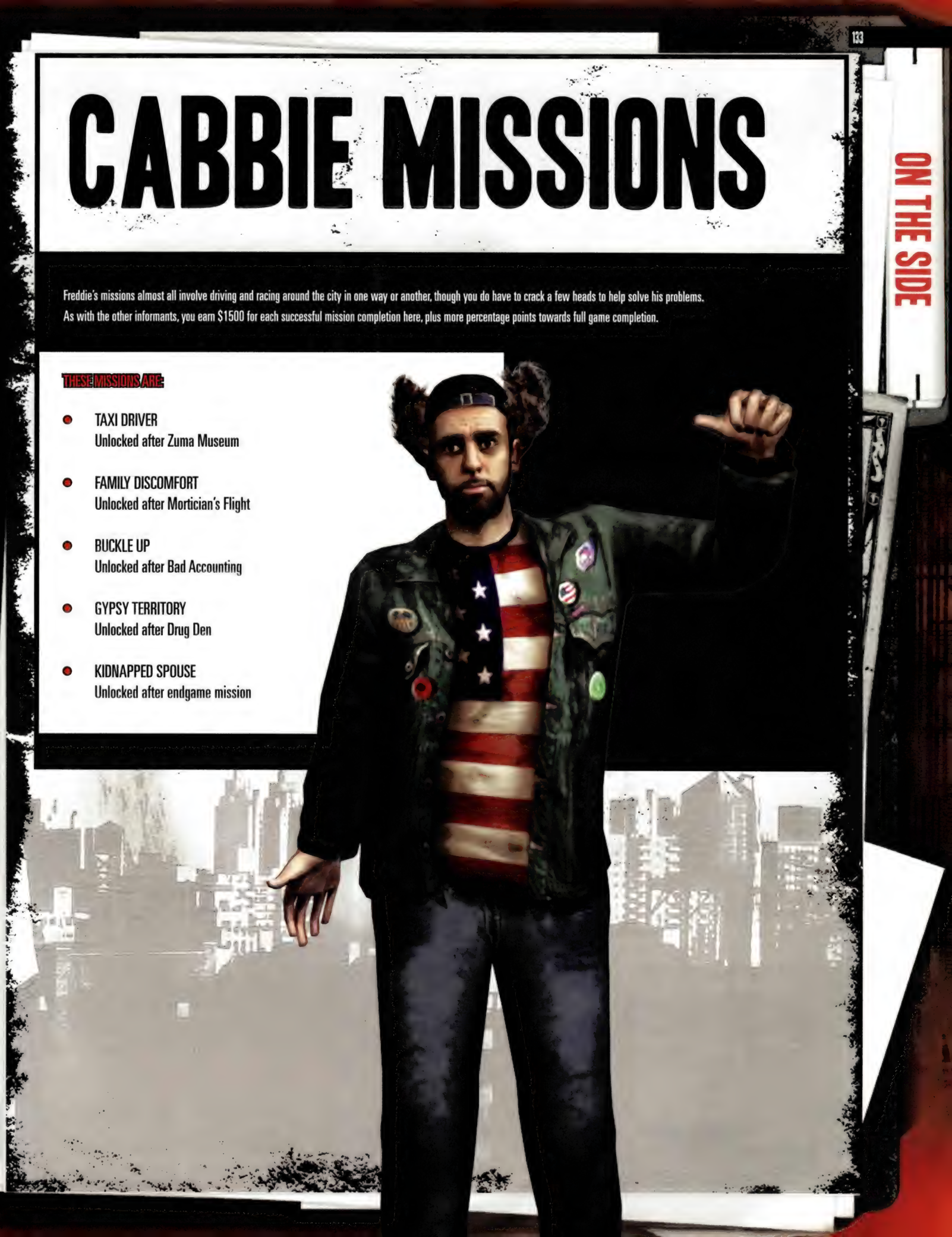
Once you manage to max out Stacy's excitement meter, your contract with Cassandra is complete, and you earn another $1500

CABBIE MISSIONS

Freddie's missions almost all involve driving and racing around the city in one way or another, though you do have to crack a few heads to help solve his problems. As with the other informants, you earn $1500 for each successful mission completion here, plus more percentage points towards full game completion.

THESE MISSIONS ARE:

- TAXI DRIVER
  Unlocked after Zuma Museum
- FAMILY DISCOMFORT
  Unlocked after Mortician's Flight
- BUCKLE UP
  Unlocked after Bad Accounting
- GYPSY TERRITORY
  Unlocked after Drug Den
- KIDNAPPED SPOUSE
  Unlocked after endgame mission



CABBIE MISSION—KIDNAPPED SPOUSE

OBJECTIVE: Recover Freddie's wife from the loanshark thugs

STREETWISE: Freddie always gets into gambling trouble. This time he got his wife in trouble. Well, one of his wives. Anyway, hustle to her rescue quickly, then beat up the thugs holding her captive to save Freddie's precious lamb.

BOOKIE'S RESIDENCE: W 186th Street & Washington Terrace

HIDEOUT: W 177th St & St Nicholas Avenue

You have 90 seconds from the start of the mission to get to the Bookie's place, a short drive south of your starting position. Get moving!

Once you arrive at the Bookie's residence, beat him down until you can interrogate him, then start the interrogation to learn of Freddie's precious lamb's location. His wife. Yeah, one of the wives. The lamb one.

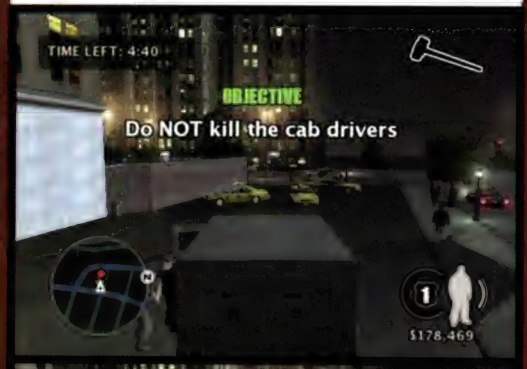
Once you have the location, you have another 90 seconds to reach the hideout where they're holding Freddie's wife. Race over there and rush in.

A pack of four goons are waiting for you just inside the apartment building. Gun down all of them quickly, then run into the bedroom. Be careful! Freddie's wife is being held hostage by the final gunman. Aim carefully to take him out without harming Freddie's precious lamb, or you fail the mission. Once she's saved, head outside and you're done.

CABBIE MISSION—GYPSY TERRITORY

You begin next to an armored truck, and armed with a sledgehammer. How you choose to go about this mission is up to you, but either way, cross the street and get closer to the cabs.

Up close, the Taxi drivers quickly realize what you're up to, and they'll try to stop you. Don't kill them! Doing so fails the mission. Start smashing up their rides.



OBJECTIVE: Smash up the three Yellow Taxi cabs

STREETWISE: The tricky bit about this mission is that you cannot kill or knock out the angry Taxi drivers while you are smashing up their rides. The point is to intimidate them, not kill them. You can either beat up their cars using the conveniently provided sledgehammer, or just ram them repeatedly with the equally conveniently provided armored truck.

THREE CABS LOCATION: W 169th St & Fort Washington Avenue

Whether you use the hammer or the truck, deal enough damage to blow up all three Taxis. Do so without harming the drivers, in 5 minutes time, and you complete this mission to earn your reward money.

CABBIE MISSION—BUCKLE UP

OBJECTIVE: Get away from Shylock's goons

STREETWISE: You can make this runaway race mission much easier if you do a snazzy switchblade and Precision Aim tire shootout at the start of the mission, then switchblade again and drive to your destination quickly

DESTINATION: W 31st St & 8th Avenue

You start this 3 minute timed mission with Shylock's goons in hot pursuit of Freddie's cab. As it turns out, Freddie's cab is no ordinary taxi. It's turbo charged! This helps, but the thugs chasing you are pretty quick, too.

Shoot out their tires to slow down their pursuit, then race to your destination. The easiest method is simply reversing the cab so you can target them directly, but you can also slam on the brakes and try to get them next to you for a clean shot.

Reach the destination with Freddie's cab in one piece and you complete this mission successfully.

CABBIE MISSION—FAMILY DISCOMFORT

There are 8 minutes on the clock to complete this entire mission, so any extra time you earn early pays off when you switch to a slower ride later in the mission. If you brought along a speedier car, it makes the mission easier. If not, just commandeer something on the road and race to the first location.

Freddie's wives are a good distance northwest of you in southern Washington Heights. Cruise north until you run out of road, then turn west to get to them quickly.

OBJECTIVE: Drive Freddie's wives to the healer

STREETWISE: This one is a little strange. You must race to a restaurant to pick up Freddie's wives, who are all suffering after consuming bad food. Next, you must find a vehicle big enough to carry them. Finally, drive them to the healer (they don't want to go to the docs, sorry). That aside, the mission is mostly a big race, so either bring along a fast car, or commandeer one on the street to reach his wives quickly.

WIVES LOCATION: Broadway & W 157th Street

Once you arrive at your destination, it quickly becomes clear that Freddie wasn't joking about the wives part. You need a bigger vehicle. Drive over to W 158th Street and grab the bus parked there.

Trundle over to the restaurant in the slow moving bus and wait impatiently as the wives load on to the bus. Once they're all on, set out for the healer's house.

Be very careful driving over! While the healer isn't far, every time you shake and rattle the bus, Freddie's wives suffer, and you take a time penalty on the clock. Get over to the healer's with time left on the clock to complete this mission of mercy.

CABBIE MISSION—TAXI DRIVER

OBJECTIVE: Drive Freddie's cab around and deliver passengers

STREETWISE: This mission tests your crazy and speedy driving skills, but as long as you move quickly and don't get into too many accidents, you shouldn't have much trouble. Freddie's cab is definitely fast enough to finish with time to spare.

FARE 1: Central W Ave & W 81st Transverse St

FARE 1 DESTINATION: W 87th & Broadway

FARE 2: Broadway & W 94th St

FARE 2 DESTINATION: W 104th St & W End Ave

FARE 3: Amsterdam Ave & Cathedral Pkwy

FARE 3 DESTINATION: Columbus Ave & W 107st St

FARE 4: Midway down Columbus Ave south of W 100th St

FARE 4 DESTINATION: W 103rd St & Central W Ave

Freddie has prior appointments today, and he needs you to drive his cab for him while he's busy. No problem right? Set out for one of the four fare locations marked on the CompSTAT and pick up a passenger. You have 3 minutes to find your first fare, and you're given a time bonus each time you pick up and drop off a fare.

Once you have a fare, drive them to their destination quickly. If you can manage to avoid bumping into anything on the way there, you can hear each of their amusing stories on the way. Bump into anything, and you'll get an angry comment.

The time limit isn't especially stiff if you drive swiftly. Make your way from each fare to the next and take them to their destinations quickly to complete this mission successfully. You should be able to keep the clock hovering around 3 minutes so long as you're fast in picking up and dropping off passengers.

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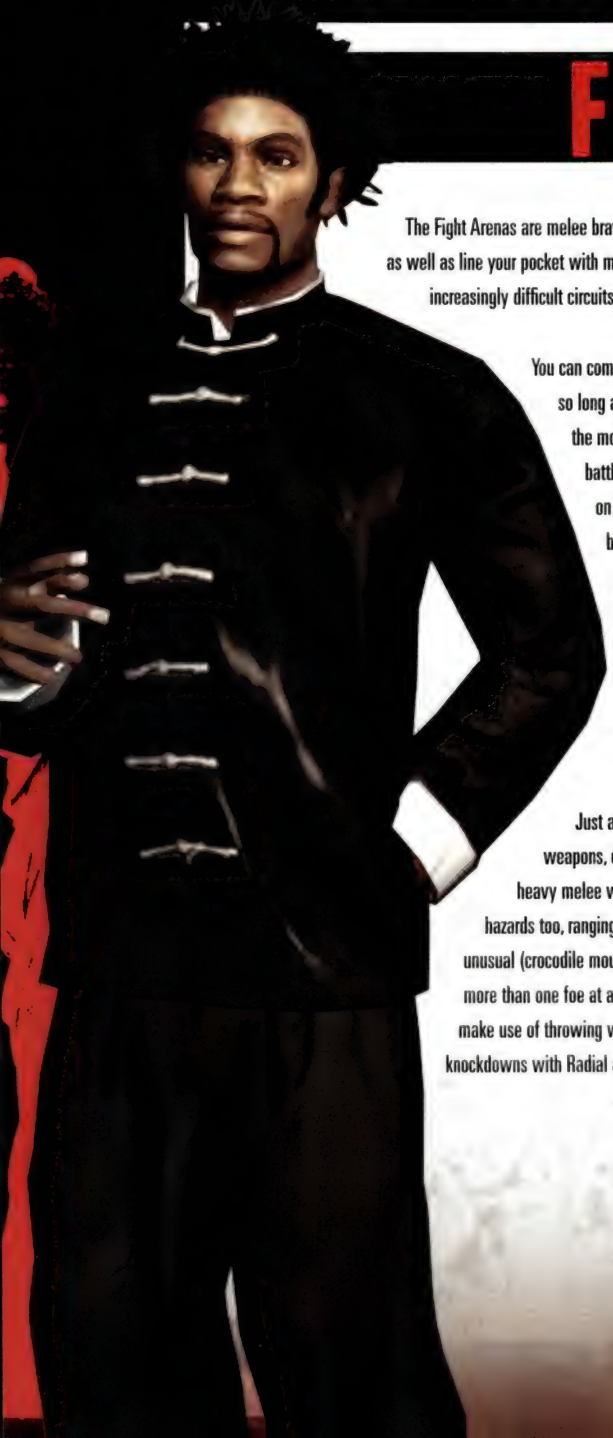
Once all four customers have been served, return the cab to Freddie by driving south on Central W Avenue until you hit the green beacon. Get there in one piece with time remaining and the mission is finished.

EXTRA JOBS

In addition to the four Big Case files and all of the Informant missions, there are two other major fun side tasks that you need to complete to get 100% game completion, as well as some straight bonuses around the city. To trigger the Fight Arenas and Street Races, all you need to do is complete a few Big Case missions until Lt. Dixon calls you on your cell and notifies you of the illegal fight and racing clubs in the city. Thereafter, they show up on the CompSTAT map, just as the Big Case files and Informants do.

Both the Arenas and the Races require completing a simple test trial to get into the real fighting and racing circuits. The Puma Shoes can be collected at any time, and the Redman minigame is unlocked once you get 100% completion.



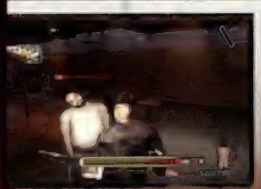
FIGHT ARENAS

The Fight Arenas are melee brawls, designed to train your melee fighting skills, as well as line your pocket with money. The Fight Arenas are divided into three increasingly difficult circuits, and a last fight against the fight promoter.

You can complete the Fight Arenas fairly early in the game, so long as you have all of the Dojo combat skills, and the money to pay for the entry fees. The first circuit battles are all one on one, the second circuit one on two, and the third circuit, one on three. Every battle except for the first and last challenges consists of three rounds. The last fight is a one-on-one fight against the promoter, who is significantly tougher than the other melee opponents in the game (about as hard as the melee fights against the Big Case file bosses who fight in melee, or a bit tougher)

Just about every Fight Arena is littered with melee weapons, or objects that can be broken to form light or heavy melee weapons. Most of them have environmental hazards too, ranging from the simple (flaming barrels), to the highly unusual (crocodile mouths in the sewers). Since you are up against more than one foe at a time in the later circuits, don't hesitate to make use of throwing weapons, kicking debris, hazards, and many knockdowns with Radial attacks to deal with the opponents.

To start the Fight Arena series of battles, you need to get into a bar brawl. Head to the first Fight Arena location marked on your CompSTAT at Bleecker St & Bowery St. Head inside the bar, and start a brawl with the patrons (smack them with a guitar!). After you knock out the target, you receive a phone call from the Fight Arena organizer. He's interested in seeing your skills, and the first circuit bouts show up on your map.



First Circuit Bouts

BUY-IN FEE: $250

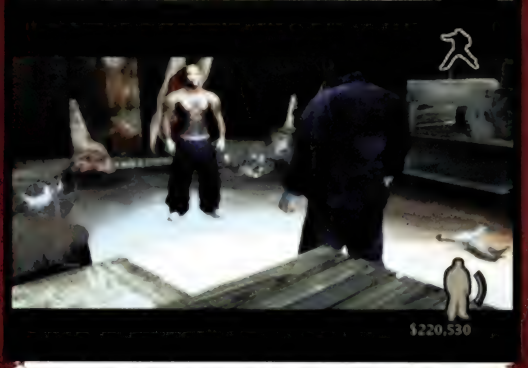
PRIZE MONEY: $1000

The first circuit fights are a good warmup for later, and you can buy-in to them fairly early in the game. If you watch the fighters during the pre-match promoter speech, you can pick up on their fighting style by watching how they pose. Use the fighting styles matchups from the Detective Training section of this guide to pick the most damaging martial art style to use if you want to have an extra edge during the fight. It isn't absolutely necessary to do so, so if you don't feel like playing min-max on the opponents, just remember the rule of thumb: using the same style against an opponent results in only 75% damage, so always use a different style.

First Circuit Arena Locations

VENUE: Slaughterhouse

LOCATION: Grand St & Mott St



VENUE: Subway Station

LOCATION: E 42nd St & Vanderbilt Ave

VENUE: Municipal Garage

LOCATION: W 122nd St & Lenox Blvd

Second Circuit Bouts

BUY-IN FEE: $500

PRIZE MONEY: $2000

All of the second circuit battles pit you against two foes at once. This isn't much harder than the first circuit, just use a Radial attack or a quick Weak-Weak-Strong combo to always keep one foe off his feet while you deal with the other one. If you're feeling especially vicious, making use of the hazards in each arena helps speed up the fights.

Second Circuit Arena Locations

VENUE: Sewer Tunnel

LOCATION: Park Ave & E 85th St

VENUE: Projects

LOCATION: Hester St & Allen St

VENUE: Fish Market

LOCATION: Front St & Fulton St

Third Circuit Bouts

BUY-IN FEE: $1000

PRIZE MONEY: $4000

The amount of money on the line in each battle goes up substantially for these fights, which can nicely line your pockets. By now, you should be pretty comfortable dealing with multiple foes. To deal with three at a time, knock down at least one before you go to work on another target. Frequently, you can beat up one fighter while the other standing combatant idles around, not disturbing your brawl.

Watch out for frequent counter-attacks during these fights, and don't get close when they're about to stand up, or their rising attacks may knock you down. Also keep an eye on your stamina, running out with other foes standing around near you usually results in a painful beating.

Once all of the third circuit bouts are completed successfully, the final battle with the Fight Arena boss Shane is unlocked.

Third Circuit Arena Locations

VENUE: Nightclub

LOCATION: 11th Ave & W 27th St

VENUE: Taxi Depot

LOCATION: End of E 35th St, off of 1st Ave

VENUE: Theater

LOCATION: W 69th St & Amsterdam Ave

Final Battle—Garbage Barge

BUY-IN FEE: $5000

PRIZE MONEY: $20,000

LOCATION: Harlem River pier, off 10th Avenue

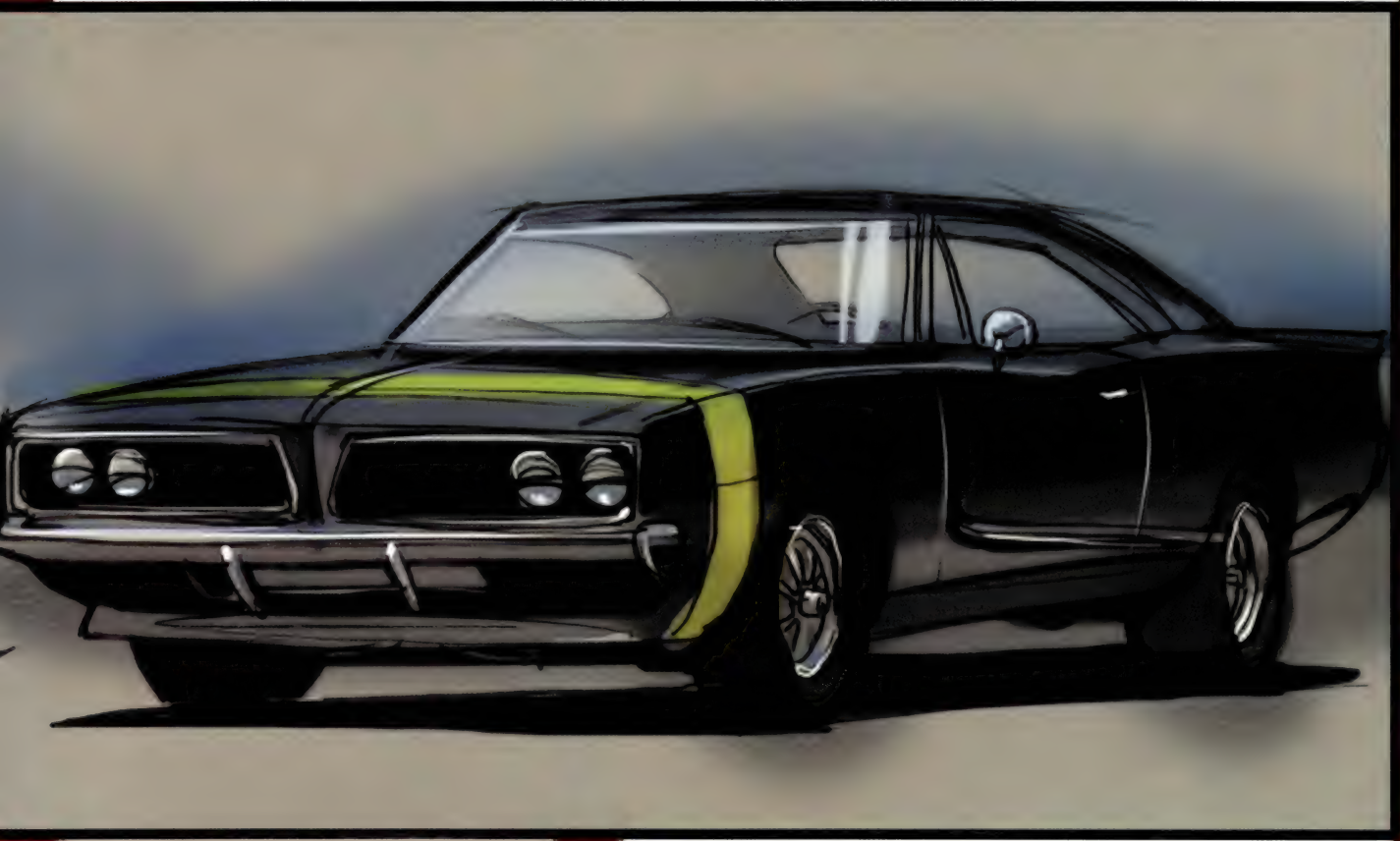
The last battle is actually rather easy, simply because you're only dealing with one foe. Use Radial attacks to knock down Shane, kick him while he's down, and back up when he rises to his feet.

He starts the fight armed with a sledgehammer, but you can Grapple him to remove that threat. Make use of the weapons scattered about the barge to throw at him and stun him, opening him up for damaging combos.

His health meter is really, really sturdy, but enough persistent pounding, and he'll go down. Once he's knocked out, arrest the promoter to finish off this set of bonus missions.

STREET RACES

Divided up into three progressively more difficult racing circuits, and one final race against the race promoter, the street races are a superb way to hone your driving skills, and earn a nice cash prize on the side.



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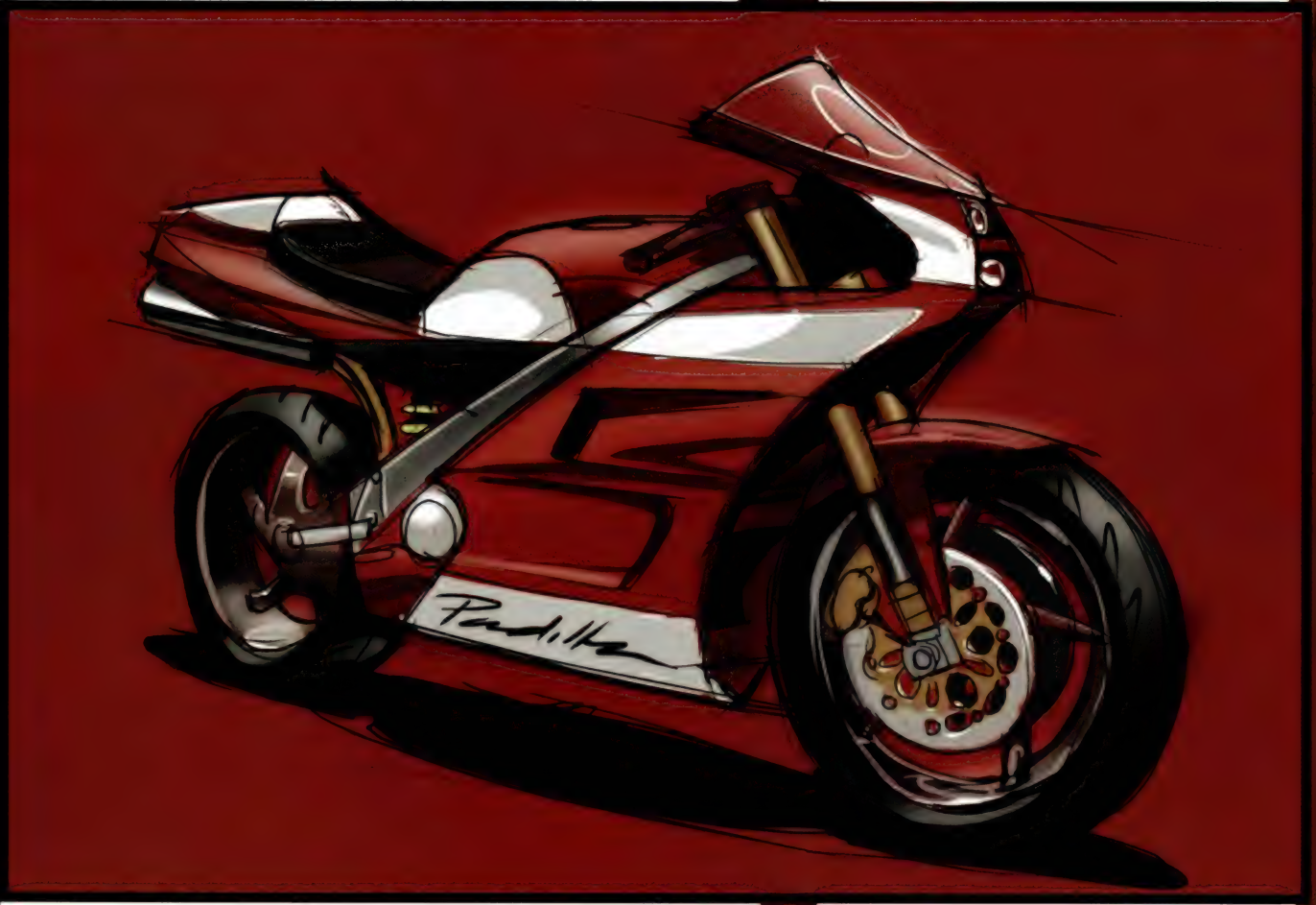
Much like the Fight Arenas, you must complete a trial race before you can do the real deal. Visit the first Street Race indicator on the CompSTAT near Midtown to get in a quick and easy drag race. Any decent vehicle should let you get a first place finish, and doing so catches the attention of Eva, the race promoter. Once she's impressed by your driving skills, the first circuit of races becomes available.



You can tackle the first and possibly the second circuit races fairly early in the game, assuming you can cover the entry fees. However, the third circuit and last race require all of the driving skills for getting 1st Rank Detective, and at least one high quality car that can keep up with the computer racers.

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Though it is up to your personal preference, racing in first person during some of the later races may help you deal with the high speed maneuvering necessary to get through the races quickly.

Bring a vehicle with police sirens (the faster police issue vehicles work quite well), and dealing with traffic becomes much easier. You must still dodge traffic, as many of the later races send you through tight streets packed with vehicles, but it's a big help.

One more thing—go into the race with a fully repaired vehicle. The easiest way to do this is to repair your car of choice at a local repair shop, then leave it behind. Take a Taxi to the Police Booth nearest the race you want to attempt, and withdraw your car from the garage there, then drive it to the race. Your car is restored to full health after each race, regardless of how much damage it incurred during the race, so you can save time and some cash on repairs by using this method.

RACE FEES

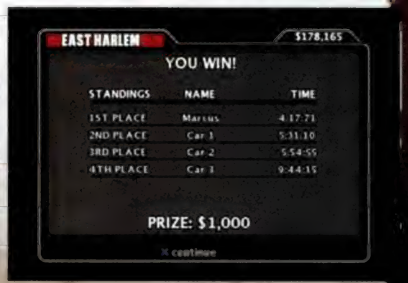
CIRCUIT	BUY-IN	PRIZE
First	$250	$1000
Second	$500	$2000
Third	$1250	$5000
Final	$5000	$20,000

First Circuit Race Locations

VENUE: East Harlem

LOCATION: E 120th St & 5th Ave

Tight narrow turns make this one of the harder first circuit races, but once you learn to control your turns by using the regular brake and slowing down in advance, you can make good time around the track. Don't use the e-brake or perfect turns unless you're completely confident in your timing. A slip up can result in a messy pedestrian collision and a lot of lost time.



VENUE: Harlem

LOCATION: Morningside Ave & W 126th St

Broad streets in the first part of the race really let you pick up speed, but be careful when going around the loop at St Nicholas Terrace, the street is narrow and full of slight curves. A slip up can result in a time wasting accident.

VENUE: Inwood

LOCATION: Amsterdam Ave & W 190th St

A fairly simple circular course, just don't lose too much speed while going around the long curve at St George Ave. The only sharp turn is at the end onto W 190th and again onto the finish line at Amsterdam.

Second Circuit Race Locations

A series of sharp right angle turns onto straight streets makes this an ideal race to utilize the instant turn skill, and probably the safest race to do so. You can achieve high speeds on all of the straights, make use of Nitro if you have it.

VENUE: Upper East Side

LOCATION: E 67th St & Madison Avenue

VENUE: Tudor

LOCATION: 1st Ave & E 37th St

This race is a simple test of brute strength. Making a large rectangle up past the United Nations building, then back down 2nd avenue to the finish line, the course is straight, open, and easy to use Nitro. Even if you prefer cars with better handling, something with a good top speed is ideal here.

VENUE: Stuyvesant Town

LOCATION: 1st Ave & E 14th St

Easily the trickiest course in the second circuit. Be careful when going around the Stuyvesant street loops. These half circle bits of road are covered with pedestrians. Control is more important than speed here for maintaining your lead and avoiding a mess of bad cop points (of course, if you're aiming for a Bad Cop ending, no problem!)

Third Circuit Race Locations

VENUE: Lower East Side

LOCATION: Grand St & Clinton St

The prize money goes up substantially for the third circuit races, but so does the competition. You need one of the faster cars to get through these races in first place. Be careful with the turn onto Delancy St just after the starting line, it's a sharp right that goes into a curve, and there are several impassible objects in the vicinity that lead to lost time if you miss the turn. This race favors tight control throughout, so brake early to get through the turns cleanly, then burn along the straightaways to get the lead.

VENUE: Chelsea

LOCATION: 10th Ave & W 18th St

Be careful with the early turns from 11th Avenue onto the state highway, you can trip up on the curves and hit some debris that cost you major time. The rest of the track is fairly straightforward, without many seriously tricky curves or tight spaces. Several of the turns are clean sharp 90 degree transitions, so make use of the instant turn to hit them at speed.

VENUE: Wall Street

LOCATION: Broadway & Wall St

One of the easier third circuit courses, though you do need to deal with some narrow streets that may have some traffic on them. Drop your speed to maneuver in the busy streets; you can usually rely on any computer racers near you having more trouble with traffic than you do.

Final Race

VENUE: Central Park

LOCATION: Columbus Circle & West Walk, south Central Park

One lap around Central Park. No problem! Minus the pedestrians, trees, uneven ground, thick traffic, narrow roads, and highly aggressive and speedy opponent.

All your driving chops are required to get through this race and finish in first place, but the secret is actually less about going fast, and more about driving in a controlled manner. As long as you don't lose control of your vehicle and go spinning off the road or into the local foliage, you should be able to maintain a lead.

Avoid Nitro usage unless you're certain you have a clean path, as Nitro exacerbates the difficult driving on the uneven terrain. If you're struggling to hit the finish ahead of Eva, the race promoter, don't hesitate to use it near the finish line to end the race.

Complete the race in first place and you earn a huge cash prize, plus an arrest on Eva, 10 Career points, and Dixon's appreciation.

PUMA SHOES BONUS COLLECTIBLES

Scattered about the city are 10 Puma Shoes pickups. Collect all ten of the pickups and then visit the SoHo Puma Shoes store at Broadway and Spring to receive the special Puma Shoes outfit!

Shoe Locations

Elizabeth St. x E. Housten

Lafayette x Prince St.

Greene St. x Waverly Pl.

Broadway x W. 43rd Ave. (Times Square) Take a Taxi

8th Ave. x Columbus Cir.

W. 33rd St. x 5th Ave. Bring a bus with you or other large truck, and use a car positioned next to it to jump up on it so you can reach the shoes

5th Ave. x E. 23rd Either bring a bus and position a car next to it in order to jump on top to reach the shoes, or from the top of a car do a gun dive to gain access to ledge to reach the shoes.

Upper New York Bay x South St. Near the Statue of Liberty

Madison Ave. x E. 122nd In the park on the concrete building

E. 42nd St. x Park Dr. Take the Park Ave. ramp up where it meets Park Dr. and walk around the side of the building and the shoes will be waiting for you atop a blue awning

REDMAN MINIGAME

The Redman Bonus Game is unlocked by achieving 100% game completion. This means all Big Case files finished, all Informant missions done, all Street Race and Fight Arenas completed, and every one of the city's precincts cleaned up completely. Once this is accomplished, you get a phone call from Redman himself inviting you to visit him.

Drop by Redman's location, and the bonus game unlocks automatically. Once done, the game shows up on the main menu, and can be accessed at any time.

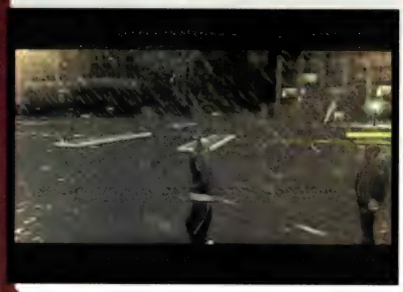
Because the Redman game requires cleaning up all of the city precincts to unlock, you may wish to wait to get it until you have finished milking the city precincts for cash, and you've purchased all of the cars and weapons that you want to get.

The bonus game itself is an escape from New York scenario. You start on the south end of Manhattan, and you must reach a checkpoint marked on the map to get out safely. The city looks dark, dangerous, rainy, and unfriendly the entire time you play.

The only tricky part is that literally everyone in New York is out to stop you. Even the pedestrians are armed and dangerous. Every car on the island has been transformed into a beater, so while you can pick up a vehicle, they aren't especially fast, and enemy vehicles attempt to ram you off the road. Of course, with so many people shooting at your ride, it usually winds up getting blown to pieces after a few blocks anyway.

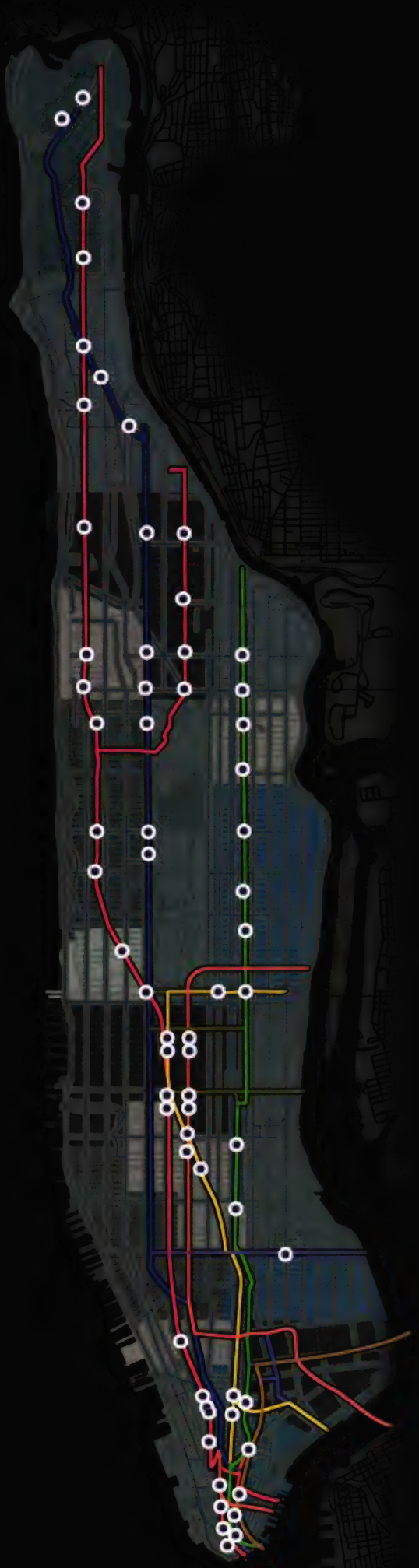
There's a second catch: a time limit. You start with a few minutes on the clock, and you can earn more time by killing targets in the city. The easiest way to do this is driving on the sidewalks at high speed. This accomplishes two things. First it gives you more time for whacking targets while traveling fast, and if you steer carefully, you can move fast enough to avoid most enemy vehicles.

You do get one break. In the center of the streets, every few feet, free weapons and health packs spawn frequently. In this way, you can actually walk down the streets keeping up your health, while using the weapons you pick up to keep your timer high.



Smashing Beetlejuice

When you hit 40th, you can tell you're nearly out of the city, as the timer cuts out and the enemy density picks up a bit. Hop out of your vehicle (if you're still in one), and grab a weapon from the street. Be careful as you approach your destination, an angry Beetlejuice armed with an RPG is waiting for you. Take him out from a distance unless you want a quick trip to the morgue. Just past him is the green glowing exit marker that finishes off the Bonus Mission.



INWOOD

FORT GEORGE

WASHINGTON HEIGHTS

HARLEM

EAST HARLEM

UPPER WEST SIDE

CENTRAL PARK

UPPER EAST SIDE

MIDTOWN

HELL'S KITCHEN

CHELSEA

GRAMCERCY

WEST VILLAGE

GREENWICH VILLAGE

EAST VILLAGE

SOHO

LITTLE ITALY

LOWER EAST SIDE

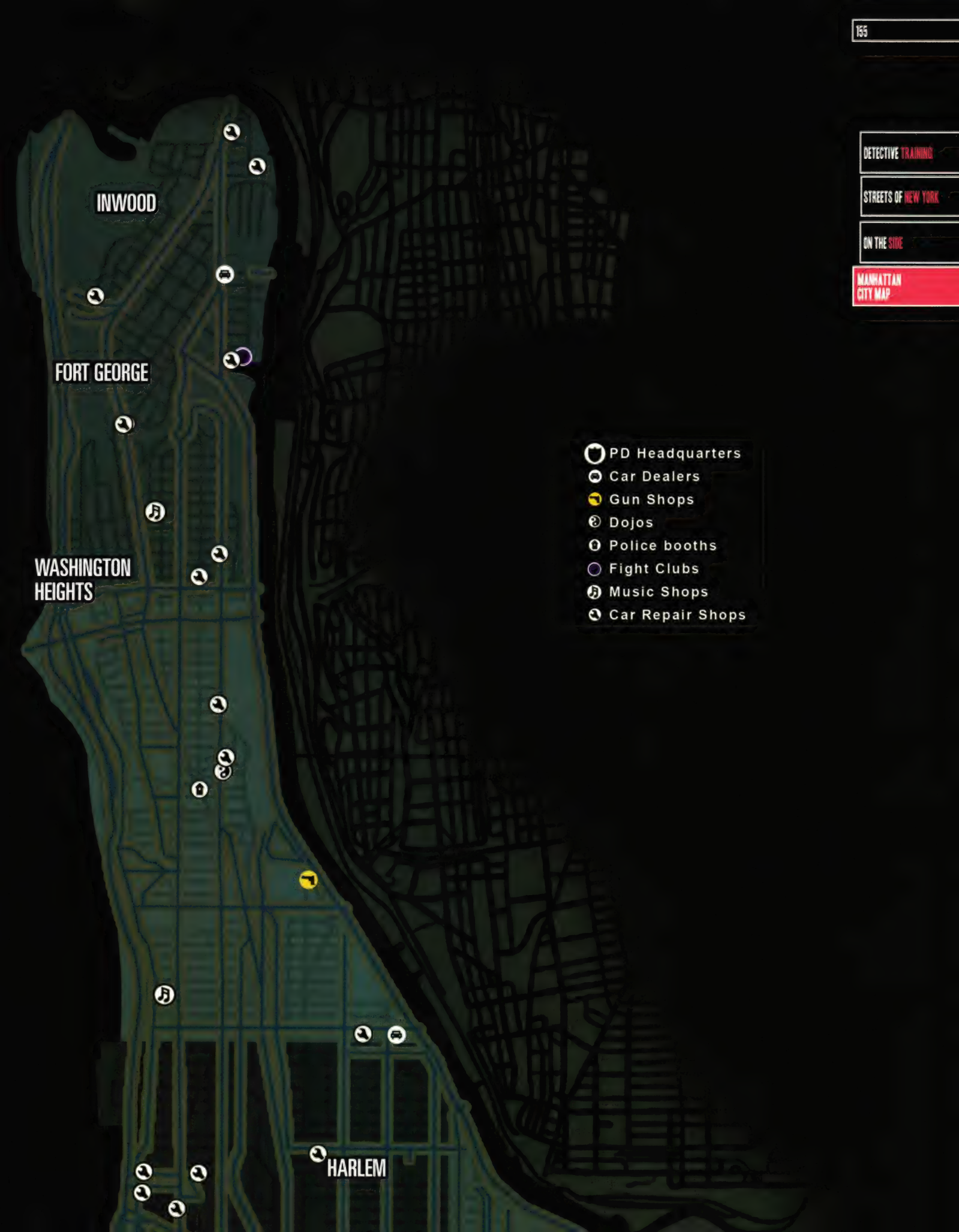
TRIBECA

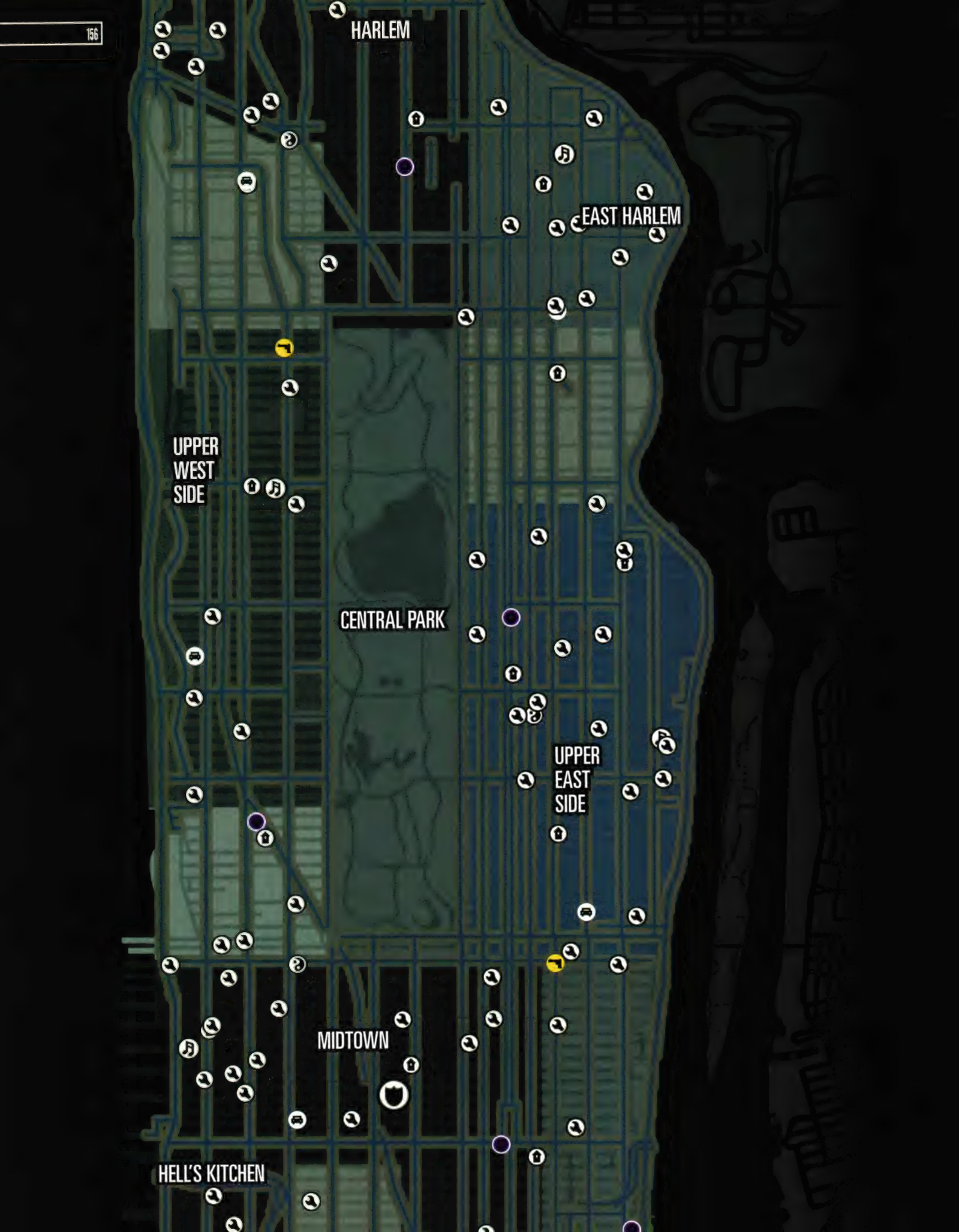
CHINATOWN

WALL STREET

SUBWAY STATIONS

DETECTIVE TRAINING
STREETS OF NEW YORK
ON THE SIDE
MANHATTAN CITY MAP




HARLEM
EAST HARLEM
UPPER WEST SIDE
CENTRAL PARK
UPPER EAST SIDE
MIDTOWN
HELL'S KITCHEN

MIDTOWN
HELL'S KITCHEN
GRAMCERCY
CHELSEA
GREENWICH VILLAGE
WEST VILLAGE
EAST VILLAGE
SOHO
LITTLE ITALY
LOWER EAST SIDE
TRIBECA
CHINATOWN
WALL STREET
PD Headquarters
Car Dealers
Gun Shops
Dojos
Police booths
Fight Clubs
Music Shops
Car Repair Shops

AN UNFAIR ADVANTAGE (CHEATS)

To trigger the cheats, hold down all of the shoulder buttons while on the CompSTAT screen and enter the cheat codes.

CHEAT CODE	EFFECT
Red Gone Wild	Unlocks Redman Bonus game (normally requires 100% completion, shows up on main menu)
Millionaire	Gives you the maximum possible cash of $1,000,000 instantly
Unlimited Ammo	Infinite ammo for all weapons (entertaining with the Rotary Cannon and RPG)
Unlimited Endurance	Particularly useful for the Fight Arena missions if you're having trouble
Ultra Easy Mode	Reduces damage taken to 25%, making it almost impossible to die from combat
Super Cop	Instantly resets the Rogue Meter. Handy if you feel like rampaging often while solving random street crimes and doing city cleanup
Double Damage	All melee hits and gun shots deal twice as much damage. Really cuts down on difficulty for all parts of the game

PS2 CHEAT CODES	
Cheat Code	Key Combination
Red Gone Wild	T, X, X, O, T, S
Millionaire	S, S, T, S, T, S
Unlimited Ammo	O, S, X, S, S, T
Unlimited Endurance	O, S, X, S, X, O
Ultra Easy Mode	O, S, X, X, T, O
Super Cop	T, X, T, X, T, T
Double Damage	X, X, S, X, X, X

XBOX CHEAT CODES	
Cheat Code	Key Combination
Red Gone Wild	Y, A, A, X, A, X
Millionaire	X, X, Y, X, Y, X
Unlimited Ammo	B, X, A, X, X, Y
Unlimited Endurance	B, X, A, X, A, B
Ultra Easy Mode	B, X, A, A, Y, B
Super Cop	Y, A, Y, A, Y, Y
Double Damage	A, A, X, A, A, A

GAMECUBE CHEAT CODES	
Cheat Code	Key Combination
Red Gone Wild	Y, A, A, B, A, B
Millionaire	B, B, Y, B, Y, B
Unlimited Ammo	X, B, A, B, B, Y
Unlimited Endurance	X, B, A, B, A, X
Ultra Easy Mode	X, B, A, A, Y, X
Super Cop	Y, A, Y, A, Y, Y
Double Damage	A, A, B, A, A, A

COOL DETAILS

There are many nifty little details during the game. Accost a woman on the streets and she may mace you. Annoy another pedestrian and he may pull out a Stun Gun and zap you. Walk around near citizens long enough and you can hear them talk to each other, or have conversations on a cell phone.

Time passes in the world at the rate of about an in-game minute per real world second. There isn't a clock in the game, but you can judge the current time by checking the position of the sun in the sky (and by how dark it is). Businesses open during the daytime, but in high crime areas, they stay open for shorter periods of time. Use hotels to advance time quickly if it is night and you're trying to get into a store.

Damage dealt to opponents with weapons can cause various death animations—hit a foe with a high caliber gun and you can potentially cause the loss of a limb or two. Ouch.

Virtually every object in the game world can be knocked around, destroyed, or interacted with. Shoot certain displays in a sex shop while Marcus or another person is nearby and watch them reel back from the spray. Detonate fire extinguishers. Shoot magazine racks and watch magazine racks pop out. You can even shoot the markers off of a whiteboard in an office, or a phone or monitor off a desk. Walk past a clothing carousel in a store and watch it spin. You can kick objects from the ground at opponents (hold Lock, then press the Action button while standing near debris on the floor).

Take your gun out around civilians and they'll run away. Cops may mistake you for a perp if you're violent around an officer. They back off if you flash your badge.

Smash into another car at high speeds and an 'Always wear your Seatbelt' message pops up.

You can't frisk or tackle a fellow officer, despite being able to punch them.

You can replay completed missions by visiting the Case Select subscreen and choosing one of the missions from the list.

The difficulty of the game increases as you complete Big Case files. Early in the game, perps during street crimes may have wimpy pistols, but later, they can be carrying around heavy duty weaponry. Melee punks get tougher too, with more health the farther you get into the game.

If you tap the Action button while driving in a car at high speed, Marcus dives out of the vehicle instead of stopping and getting out.

Check a Dojo (or Club Tadow) to see mirrors at work. Inside Club Tadow (or other clubs), you can cause the refractions from the disco ball to vanish by shooting it.

Shadows on the streets lengthen properly as the time of day changes, and you can see the shadows from light posts at night shift while walking around the streets.

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TRUE CRIME® NEW YORK CITY

OFFICIAL STRATEGY GUIDE

WRITTEN BY PHILLIP MARCUS

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Enjoy True Crime New York City! Manhattan is a big place, and playing the role of an officer the way you want is very entertaining indeed. Usually at the end of a lengthy project, burnout sets in, but in this case, my fingers still itch to go cuff some criminals... Have fun out there, don't write too many tickets, the virtual citizens will thank you.

TRUE CRIME NEW YORK CITY

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